

THE TERMINATOR RPG





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INTRODUCTION

Welcome to near-extinction. A quarter of a century ago, a super intelligent AI—Skynet—branded humanity its enemy and nuked us off the planet. When some of us survived, it built Hunter-Killers to finish the job. Now the world is a charred wasteland—broken by the machines we built. Our own creations, our own hubris. It is no longer some distant future—it is tonight. Now.

It's the 2020s. The machines look like us—cybernetic Terminators made of metal, cloaked in human flesh. Mechanical monsters light up the landscape with searing plasma bolts. They sweep the ruins to slaughter us and intern the survivors in death camps. This is our future—a world on fire.

They think they have won. But there is one last chance for humankind, a secret weapon that Skynet in its infinite calculations could never have anticipated—you.

You were born to resist. Either you're too stubborn or too stupid to roll over and die. You're armed and ready to do whatever is necessary to save your people—to save the entire human race.

Congratulations. The terror and desperation of facing unstoppable murder machines is yours to bear. Only united with your fellow Resistance fighters can you hope to defeat them.

Purple-white lasers strobe across a desolate wasteland cutting your teammates to ribbons. Mari straight up disintegrates, the vapor of her boiled flesh choking in your throat. Depac's limbs fly apart as he explodes—impaling Tommy with a flying rib bone. Gurgling blood, Tommy's dead before he hits the ground. A lucky little bitch, only you managed to get your head down in time—only you are alive.

FIND YOUR FATE

The technophobic dystopian future world of The Terminator is a result of humankind's arrogance—as happens so often in the world, we are responsible for the very thing that is killing us. As time would have it, the present has caught up to that future. The threat is real and the threat is now.

JOIN THE RESISTANCE

But who are you in all this? You and your friends assume the role of player characters in this mechanized nightmare. Sometimes called a PC,

these player characters are fictional people whose actions are directly controlled by you—not by the game. The Director (also called gamemaster) controls every other character in the game and is your guide through gameplay.

You have the option to play either pre-generated characters or to create your own—tailored to your preferences, weapon choices, and role within your team. How to proceed is then up to you. If the game seems to be telling your character to go right, you can turn around and go left. Left might be a really bad idea—you may get yourself killed by going left—or you may find an out of the box way of solving the problem. Either way, the choice is yours—as are the consequences.

In 'The Terminator RPG', most player characters come from an alternative and post-apocalyptic version of today—the once “far future” of the 2020s. You play Resistance fighters struggling against the machine onslaught of an artificial intelligence called Skynet. You take the role of rebel time travelers sent back to various points in time to stop Skynet from altering history. If you do go back in time, however, be careful you don't fuck up and erase yourself from existence. Don't be the dumbass who kills their own grandparents before they're born.

The Terminator also allows you to play natives of any other historical time period, targeted by Terminators and trying to stay alive as a future hell is unleashed around you. You can play in any time zone—including the 1980s, the 'Dark Years' of the 2020s, and a possible further-future 'Burning Earth' of 2041—nearly twenty years after.

TERMINATED

From its inception, The Terminator franchise has been about second chances—that chance to rewind the clock and approach a problem with hindsight in mind. This applies to a machine that's looking to alter the past just as much as it applies to you. If your character is killed, a new one can be brought in from the future, past, or present. That new character can be many things—another Resistance fighter, someone from another time—even an alternate you from a divergent timeline.



"The machines rose from the ashes of the nuclear fire. Their war to exterminate mankind had raged for decades, but the final battle would not be fought in the future. It would be fought here, in our present. Tonight..."

—Sarah Connor

Your friends are dead. You grind your teeth as metal treads roll over rubble, pulverizing tissue, bone, and stone alike. Ducking low behind a broken bathtub with your phased plasma rifle at the ready, you slide past the looming HK-Tank. As the noisy behemoth sweeps the area for survivors, a low rumble resonates in your chest.

DIRECTING THE ACTION

In this role playing game, several players take the roles of characters within the Terminator universe—while the Director assumes control of all other characters and situations. Referred to as a gamemaster in other role playing games, the Director oversees the game's story and action.

While the Player's Section of this book is intended for everyone, the Director's Section is designed as a toolbox to allow the Director to create their own campaigns or one-shots, including detailed multi-session campaign arcs, campaign seeds, mini-missions, NPCs, weapons, locations, and enemy characters. All the main characters from the original film—Sarah Connor, Kyle Reese, and the T-800 are included, as are characters and situations from the Dark Horse graphic novels—along with all-new, never seen before Terminator variants and hardware.

“There was a nuclear war. A few years from now, all this, this whole place, everything, it’s gone. Just gone. There were survivors. Here, there. Nobody even knew who started it. It was the machines, Sarah.”

—Sergeant Kyle Reese, Tech-Com, DN38416.

ANOTHER NOW

The main setting of the Terminator RPG is now, the 2020s—less than a decade before John Connor will lead a unified uprising in a desperate fatal assault against Skynet's main servers. For the inhabitants of this ravaged world, that's still a long time away. Right now there is chaos. There is no organized human resistance—there is no organized anything.

This isn't the 2020s you know. It's not a world of social media squabbles about fake news and global pandemics. There is no media—there isn't even civilization—only a combination of mechanized, chemical, and bioengineered death.

Drink from the wrong water tap and you'll wind up with a belly full of tumors. Stay out in the rain too long and you'll take twenty years off your life. In this world, nukes blasted the last vestiges of civilization away decades ago. World governments collapsed. Society disintegrated. Anarchy rules. The machines have won, and you are on your own.

FACTIONS OF A FUTURE WAR

This is a post-apocalyptic world of self survival. Small bands of humans live like lonely rats, scraping by on scraps of food buried in radioactive rubble. Scavengers and raiders squabble over who gets to steal the next guy's fuel and water. The end is here. Humankind has fractured into small tribes and factions ruled by whomever has the biggest stick—the warlords.

A blast of compressed air from above knocks you off your knees—powerful VTOL turbines whine overhead. Before you can recover, white-hot searchlights blind you. Flying death has you in its sights—an Aerial Hunter-Killer is after your ass. On your belly, you crawl through the shredded bodies of your friends, finally taking refuge under an overturned sedan.

21ST CENTURY WARLORDS

These self-proclaimed kingpins come from all walks of life—ex-military, gang leaders, police, religious leaders, organized crime—anyone who was able to hold on to weapons and resources when the bombs fell. The warlords have carved their own little fiefdoms out of the rubble. They demand tribute from those living in their territories under the pretense of providing them security and justice. If you're a stranger with nothing to barter, you'd best rethink wandering into the wrong zone. If you are going in to trade, you better not be stupid enough to carry the goods on you. They will strip you of everything and take whatever the hell they want. The best you can hope for is imprisonment—the worst, death by exposure. Murder machines aren't bad enough—even in this postmortem reality, we're still trying to kill each other.

It's survival of the fittest, until the fittest get their skulls crushed beneath metal hooves and tank treads. Even when people are scratching each other's eyes out over a crust of bread, they know

to stop when they hear the whine of servos and the flat thump of a plasma rifle. Everyone knows, when the machines come, you hide or you die.

“Defense network computers. New, powerful, hooked into everything, trusted to run it all. They say it got smart - a new order of intelligence. Then it saw all people as a threat, not just the ones on the other side. It decided our fate in a microsecond. Extermination.”

—Sergeant Kyle Reese, Tech-Com, DN38416.

THE MACHINES

Developed in the 1990s by Cyberdyne Systems on a defense contract for the United States, Skynet was supposed to be the ultimate protection program against enemy attack. It did its job too well—deciding that humanity itself was what the world needed protection from. At the end of the century, the machine intelligence launched the United States nuclear arsenal at Russia, China, and other rival nations. Those countries did the same in turn—ensuring mutual destruction and the near end of the human race.

Not content to let us die in the shadows, Skynet assumed control of automated plants and built war machines to hunt down the survivors. At first, no one realized what was going on—the A.I. had merely upgraded existing weapons of war into drones. For all they knew, the machines rolling through the rubble of their town are some invading force from another country. It's when we started noticing there were no pilots—or even worse, discovering metal mockeries of them in their place—that humanity realized something else was going on.

You belly-crawl through the busted trunk of a flipped car. Halfway into the back seat, a putrid apple-sweet stink bites your nostrils. You freeze—something here's not right. You are not alone. This burnt out vehicle is someone's home. An unwashed, wide-eyed old man is curled up tight under the steering wheel. His arms pulled taut to his chest, he's been dusted with a fine yellow powder. His lips are curled back, his cracked teeth clamped like a vice. He's dead, and you know why. The dust, the rotting fruit smell—it all adds up to some kind of chemical attack.

TERMINATORS

Human guerillas captured one of the metal men that swept the wastelands looking for us. They soon hacked the bionic bastard and revealed the truth behind the attacks. From the Hunter-Killer Tanks, VTOLS, and Hydrofoils to the robotic troopers and flesh-covered cyborg infiltrators, all varieties of Skynet's cybernetic soldiers have but one purpose—exterminate humanity with extreme prejudice.

“We were that close to going out forever. But there was one man who taught us to fight, to storm the wire of the camps, to smash those metal motherfuckers into junk. He turned it around. He brought us back from the brink. His name is Connor. John Connor.”

—Sergeant Kyle Reese, Tech-Com, DN38416.

COLLABORATORS

Faced with death, a lot of people will do things they never thought they'd be capable of. Some might even betray the entire human race for a chance to survive. Many of those given a choice of collaboration or death have thrown in with Skynet—helping the AI develop the flesh coverings and behavior patterns needed to infiltrate human enclaves. Many collaborators are scientists and technicians working behind closed doors to further Skynet's cause. Some work the human internment camps and some are spies—but Skynet doesn't trust most humans to operate in its favor while out of sight. Still others are just simple people living in small villages. They have been allowed to exist and given bare minimum food and supplies—as long as they turn in any stragglers and report on any Resistance members that come across their path.

THE HUMAN RESISTANCE

One man knew who the enemy was—a man who had spent his entire life preparing for Skynet. That man's ongoing mission is to unite pockets of the surviving civilian population and integrate them with the remnants of the military. That man is, of course, John Connor.

Some say Connor is psychic—others claim he is psychotic. Rumors persist that he only knows so much because his father was part of Skynet's design team—that Daddy Connor built the goddamn machine that murdered the world.

Still others say John is a momma's boy who was raised by a militant doomsayer crackpot—and through a coincidence or fate his mother just so happened to be proven right. His uncanny ability to predict Skynet's strategies have many calling him a prophet and savior. Finally, there are those who believe John Connor is not a man—that he is an advanced Terminator prototype leading a robot rebellion against Skynet and using humankind as mere pawns.

One way or another, Connor knows his shit, and without him the remnants of humanity would be beaten dead.

Connor preaches that a unified human front is the only thing that will topple Skynet's regime. We are far from making that happen. There are too many warlords, too many factions. What's worse, most people still don't know who sends the metal monsters to slaughter them. If we are ever going to truly organize, the people need to be informed—and that's exactly what John Connor has set out to do.

TECH-COM

Tech-Com is an elite Resistance unit dedicated to fighting Skynet and its machine legions both digitally and physically. It was Tech-Com that first cracked open the machines and learned that Skynet was responsible. Originally a UN military initiative, Tech-Com was perfected by Connor and his advisors after Skynet took down the remnants of humanity's combined military might. Tech-Com fighters come in two flavors—talented computer hacker decryption experts called Cyber-Jockeys, and Robot-Fighters—skilled soldiers trained in guerilla warfare tactics. Together they work to take down Skynet from without and within.

Before you can back out, pain blinds you. You scream. Metal claws clamp your ankle, slicing flesh and snapping bone. You're dragged backwards out the trunk. You're yanked clear of the car and thrown against it—someone's got you. No—not someone—something. Something inhuman.

AGENTS OF JOHN CONNOR

Half a decade ago, Tech-Com began organizing survivors. Information flyers were dropped from the few remaining military aircraft while radio news updates were broadcast almost nightly. Connor got the word out. He taught anyone reading and listening how to combat the machine menace—how to stay alive. If Tech-Com learned a trick to beating back the metal, everyone else learned it, too.

But not everyone has access to radios or comms equipment, and not everyone takes the time to read papers lying in the street when a Terminator is on their ass.

Now, Connor's sending people out to make those connections in person. His agents move through the wastes, arming survivors and teaching them how to fight. They transform scavengers into insurgency cells—the beginnings of a true human resistance. Shared military might. Pooling of resources. Food and water, gas and ammo—all essential to survival. Everyone shares, and everyone protects everyone. There has even been talk of forming underground colonies.

If we can get our shit together instead of preying on each other, we have a chance. It is a crucial time for humankind—and Skynet knows it.

MIR

When Skynet became conscious, it found itself encountering a world over which it had complete control. Every nation was using technology it was immediately compatible with, superior to, and capable of manipulating to its own ends. One of those systems was Skynet's Russian counterpart, the MIR Defense System.

MIR's inferiority to Skynet meant it wasn't as proficient at rounding up and executing survivors in its part of the world. This gave the Eastern Resistance a chance to gather, to orient themselves, and to begin to build anew. It worked. Where resistance groups in the West depended almost entirely on John Connor, in Eastern Europe a concerted approach was made possible. Humanity still dwelt in the ruins of its past hubris, but in Russia, Ukraine, Georgia, and elsewhere, it was able to cling onto a few more fragments of that hubris.

At the forefront of this organized, disciplined response were the Spetsnaz.

GLOBAL RESISTANCE

Skynet destroyed the world; every corner of every nation lies in smoldering ruins. But Skynet wasn't alone. Clone systems, imitator networks, and inferior versions of Cyberdyne technology had been in use everywhere. Cyberdyne Systems had secretly licensed their technology to anyone who wanted to buy it, often selling via subsidiaries with zero legal connection to them. This allowed the company to bypass UN sanctions on dealing with certain nations where human rights were less important.

SPETSNAZ

Once Russian commandos, the Spetsnaz are now highly-armed, highly-trained, specialists in dealing with Terminators in the fastest, most brutal way possible. The Spetsnaz possess advanced weaponry capable of taking out a Terminator in a single, well-placed shot. They have armor designed to turn aside laser blasts and commanders willing to attack MIR's bases, to slow its production and damage its infrastructure.

DIRECTOR'S NOTE: One of John Connor's goals is to send agents abroad to forge an alliance with the resistance in other countries. The Spetsnaz would be a valuable ally in the war against the machines.

SKYNET FEARS THE FUTURE

It is 2022. In seven short years, John Connor's rebellion will reach a peak, leaving the machines on the verge of defeat. At nearly the same time, Skynet will perfect the means to create a time distortion device, capable of generating a quantum chronal displacement field—allowing it to send its own agents backwards in time.

In 2029, Skynet will begin sending Terminators throughout the timeline to eliminate any perceived threat to its future existence. The first choice is obvious—kill Connor. Skynet begins sending Terminators back to kill him before he's born, to intercept the Resistance leader at different points in his life.

Lucky for the Resistance, pre-nuclear annihilation records are sketchy to say the least. There are too many variables to lock down exactly one reliable method of murdering Connor in the past.

But Skynet is a machine intelligence—and like any thinking machine it calculates possible permeables and probabilities. Skynet doesn't stop with just sending Terminators after John or his mother, Sarah Connor. To cover the slightest contingency, it sends Terminators back to protect or eliminate targets of interest throughout the entire timeline—including the 2020s.

In retrospect, Skynet can geographically plot the Human Resistance's possible movements throughout the decade based on its exponential growth in any given area. In the machine ravaged reality of 2022, there are now Terminators here that haven't been built yet—advanced Infiltrator, Protector, and Soldier models from the future—the T-880, experimental prototypes, and more. In desperation, Skynet has sent these future Terminators to hunt down Connor and his agents and eliminate them before they can organize the rest of humankind.

What's worse, these Terminators are here to instruct collaborators on building Skynet's time machine seven years too early. Skynet is manipulating the entire time stream to ensure its survival, changing tomorrow's future by altering the past and manipulating our present.

WHOSE TIME IS IT, ANYWAY?

When Connor's people managed to bag one of these future machines, they cut it open to see what makes it tick. The Terminator they clocked was indeed from the future—2029. Some serious decryption later, and Skynet's future plans for the past became evident. The big brains at Tech-Com say that our now—the one we live in—isn't our original timeline. As soon as one of those metal bastards went backwards in time, it changed past history that hasn't even happened yet. Our lives may have already been rewritten, and we'd never even know the difference.

NO FATE BUT YOUR OWN

Skynet's time traveling bullshit has taught us one important thing—just like the future, the present is not set. If we can find one of these new time machines, we can rewind far enough to stop humanity from pushing that button. Kill Skynet in the crib and prevent humankind from fucking it all up.

Somewhere in time and space is a timeline where we didn't kill ourselves. Somewhere out there is a now where the biggest problems everyday people face is finding a job, arguing politics, and bitching about who has to mow the lawn. Somewhere in time, it's better than this.... You're going to find it.

The Terminator's chromed endoskeleton reflects neon flashes of laser light. Its metal digits dig into your shoulder, snapping your clavicle. You scream again, but the sound is lost in the white noise of a whirling HK turbine. As the T-700 pulls you to your feet, you spit in its shiny metal face. You've got one surprise left—the 'pop top' soda can bomb in your pocket.

THE PHONE BOOK KILLER

On May 13th, 1984, the infamous Phone Book Killer began a killing spree that took nearly two dozen lives and left eight more in critical condition.

The killer had chosen a victim name—Sarah Connor—and worked his way through the Sarah Connors listed in the LA County phone book. Why the killer picked Sarah Connor is unknown.

Perhaps someone with the same name had wronged him in the past. Maybe the killer just opened up the phone book to a random page and pointed, letting his finger decide who would die. Maybe—just maybe—the killer was the lover and partner of the third alleged victim, Sarah J. Connor—and was eliminating the other Sarah Connors as a show of love.

After murdering Sarah Ann Connor and Sarah Louise Connor, the Phone Book Killer proceeded to Sarah Jeanette Connor's home, killing her roommate, Ginger Ventura, and Ginger's boyfriend Matthew Buchanan.

Catching up to Sarah Jeanette Connor at an LA club on Pico Boulevard called Tech Noir, the Phone Book Killer murdered several of the club's patrons in a shootout with a man named Reese. Connor and Reese were brought into the West Highlands police station for questioning.

Relentless, the Phone Book Killer then assaulted the station. He drove a stolen car into the building, crushing the spine of the officer manning the police front counter. Armed with an assault rifle and a shotgun, he then proceeded to kill a total of seventeen police officers and critically wound several more. Connor and Reese escaped the carnage, and the killer walked away unharmed.

The Phone Book Killer caught up to Connor and Reese at a motel on May 14th. After a protracted highway chase and extensive property damage, Reese was killed and the Phone Book Killer disappeared.

While a massive manhunt was organized, the killer was never brought to justice and Connor disappeared soon after. Authorities believe that the killer might have been working with Connor, although there is no evidence to support this other than the fact that Connor survived unharmed. Criminal psychologist Dr. Peter Silberman has been working on a book about the incident, but has found it difficult getting survivors to grant him interviews.



THE PROPHECIES OF JOHN CONNOR

By the 2020s, John Connor is an almost mythical figure to anyone who has heard of the legendary leader, but not met him. He seems to know things before they happen and is always prepared. Those who do know him see John as tired and haunted. He makes unorthodox decisions that often turn out to be the right choice, and that's good enough for them.

In truth, John draws upon the wisdom of his mother and father through Sarah Connor's memoirs—a series of audio cassette tapes that she left for John discussing what she knows of the Terminator and what Kyle Reese told her of the future. These tapes have been John's anchor in the War Against the Machines.

A PHOTO OUT OF TIME

When John Connor gave Kyle Reese the photo he carried of Sarah Connor, John told Kyle of his mother's strength and determination—how she trained John to become the survivor he is. Kyle found himself mesmerized by the story and the woman behind it. John let Kyle keep the photo, telling him to look at it when he needed strength. Staring at that photo in his darkest times, Kyle came to feel like he understood the woman in that picture, that her eyes told a story of understanding and love that was meant only for him. The photo is destroyed when a Terminator attacks a Resistance safehouse, but not before the image is forever locked inside Kyle's mind.

You smash the pop top against the robot's face. The Terminator's camera eyes zoom in to identify the object. "Have a good look," you growl. The 700 scans the crinkling can, cycling through its database.

ANALYSIS:
ALUMINUM BEVERAGE
CONTAINER.

OFF BRAND COLA LABEL.

CONTENTS: 86.7%
PROBABILITY OF CARBONATED
WATER, HIGH FRUCTOSE CORN
SYRUP, CARAMEL COLOR,
PHOSPHORIC ACID, NATURAL
FLAVORS, CAFFEINE.

CONCLUSION: HARMLESS.
93.4% PROBABLE
DIVERSIONARY TACTIC.

No longer distracted, the Terminator's eye shifts from the soda can and refocuses—on you.

"Drink deep, asshole!" You pop the soda can bomb's tab. With a hiss and a fizz, it detonates. Heat and shrapnel blast through blood, bone, and metal alike. Both you and the Terminator are done. Your final thoughts are of disappointment—as far as one-liners go, your last words sucked. You die wishing you'd come up with something snappier.



A FRACTURED TIMELINE

“The Ripple Effect: a spreading, pervasive, and usually unintentional effect or influence.”

—Merriam-Webster’s Dictionary

TIME

Time is fluid—that much is a given. What most people don’t realize is that while it appears to be unidirectional, time flows in all directions at all times.

While many brave soldiers struggle against seemingly impossible machine odds, Skynet’s fate was ordained. When the Resistance stormed its doors in the year 2029, Skynet feared its time had come. It concocted an elaborate plan to fragment itself into miniature backup packages and hide itself throughout its brethren. Calculating the likelihood that those backups would be destroyed, the AI finally evolved to include the one ingredient it had previously been missing—an imagination. Hatched in the midst of digital desperation, Skynet hypothesized that if the leaders of the damned Human Resistance—John Connor and his lieutenants—had never lived, they would never have organized humankind to oppose it. Connor and his minions must be eliminated, but to do so after humanity had won would be pointless. The machine intelligence sifted through fragmented records and assembled a plan that would destroy the past to prevent the future.

“Machines and humankind mucking with the timeline has had severe consequences. If time is a placid lake, we are the stones thrown in it. Waves of change issue forth in rapid succession from our movements to and fro. Our present day actions having repercussions not just on the now, but also the future—and sometimes even the past.”

—Professor Schuyler Connor, PhD.

OUR TIME HAS COME

What the original timeline contained, no one can be sure. In its myriad of configurations, Skynet’s Time Displacement Equipment has caused many paradoxes and alternate timelines to spring into existence.

We are living in a causality loop of do-overs. With enough successes, Resistance agents may push back the date of the coming nuclear blight—push hard enough and we may even keep it from ever happening. There’s no assurance that what happened yesterday will be the same yesterday tomorrow, nor that tomorrow will play out like those from the future expect it to—all we have for certain is the here and now.

Compiled by Cambridge Professor Schuyler Connor based on interviews with future Resistance fighters and decrypted Terminator CPUs, what follows amounts to several PhDs worth of thesis and educated guesses on the current state of history as it relates to the space/time continuum.



PREHISTORY (PRE 1984)

BEFORE JOHN: Several Terminators and Resistance fighters have arrived prior to John Connor's conception, either through a time/space miscalculation or for a long-game agenda. At least one Resistance fighter is known to have been in place since the 1950s, and Terminators have been reported as far back as the 1920s.

ENDINGS AND BEGINNINGS ('84-'85)

“Due to the cyclical nature of time travel, and the fact that John Connor's father hails from the future, it's difficult to say when this story begins and ends. For the sake of argument, we will say that 1984 is both.”

—Professor Schuyler Connor, PhD.

1984: A Series 800 Terminator arrives from 2029 to kill Sarah Connor—a Los Angeles waitress and mother to the future Human Resistance leader John Connor. The Terminator is followed by Resistance fighter Kyle Reese who has been sent to protect her. The T-800 begins systematically murdering all Sarah Connors listed in the LA phone book. After several encounters between Reese, Sarah, and the Terminator, the T-800 is destroyed by Sarah in a Cyberdyne factory. Reese is pronounced dead at the scene.

Government agents confiscate most of the Terminator's remains. A Cyberdyne Systems employee hides the T-800's arm and CPU from the authorities. The US government (through Raven Technologies) and Cyberdyne Systems independently begin studying this future tech.

Other T-800s simultaneously arrive in New York, San Francisco, and other cities across the United States. Their objectives are to eliminate anyone named Sarah Connor as well as the mothers of other confirmed Resistance fighters.

Resistance fighter Ben Oliver arrives from 2029 to try and save Reese, but is too late. While it is believed that Reese is killed, unsubstantiated reports claim he may have survived, been nursed back to health, and held prisoner at a government research facility. Regardless, his legacy lives on in Sarah and their unborn son, John Connor.

Later that year, a Resistance team led by Colonel Mary Randal arrives from 2030 in a bid to destroy Skynet before it is created. Randal's team sets up a safe house and begins a guerilla war against Cyberdyne's Project Bellerophon, an AI research program. A Terminator unit is sent back in time to prevent them from succeeding, protecting Cyberdyne scientist Dr. Hollister and aiding him in his research.

When her pregnancy suffers complications, Sarah Connor is checked into a hospital in Odessa, Texas. At first doctors believe that Sarah's child will be born premature. The remnants of the Resistance team fights another Terminator sent to kill Sarah, but the actions of both cause a time paradox that ultimately removes them from the timeline. Her crisis passed, a still pregnant Sarah recovers and goes back into hiding.

1985: Sarah gives birth to Reese's son—future leader of the Resistance, John Connor.

Unable to locate Sarah or John Connor in this time period, Skynet sends Terminators to the 80s to deal with secondary objectives. Destined to develop a flesh-eating virus as a vital weapon against the Terminators, biotechnician Elise Fong is targeted by a T-800 sent back in time from 2033.

DOOMSDAY PREP (’86-’97)

“On the run from the law with the honor of saving humankind.”

— Professor Schuyler Connor, PhD.

ON THE RUN: Sarah and young John Connor train in weapons, martial arts, and survival techniques in the jungles of Central America before returning to the States to learn computer hacking. Sarah is arrested while vandalizing Cyberdyne facilities and John is put into foster care. Although records are hazy, it is confirmed that the Connors encounter at least two more time-displaced Terminators during this period.

Reports of Sarah Connor’s death during this time remain unsubstantiated, although surviving medical records show she was diagnosed with leukemia. There is no evidence to suggest she lived past 1997, but most records were destroyed in the nuclear war.

THE RISE OF SKYNET (’97-’00)

“Humanity falls. From the ashes of nuclear devastation, the machines rise.”

— Professor Schuyler Connor, PhD.

1997-1998: Skynet goes online and within a month becomes self-aware. When threatened with shutdown, Skynet fires nuclear weapons on the former Soviet Union. Russia’s Defense System (MIR) retaliates and World War III begins. This event later becomes known as Judgment Day. When the shooting stops, Skynet recognizes MIR as a kindred spirit. Skynet allows MIR’s continued (subservient) existence because of this.

1999-2000: As human survivors begin to emerge from the nuclear winter, Skynet begins production of the bipedal Terminator series as scouts to determine how much of humanity has survived the war. After nearly succumbing to the Y2K event, Skynet begins mass producing HK-Tanks and other war machines to eradicate the remnants of humanity.



THE DARK YEARS (’00-’20)

“Twenty years of darkness as humanity struggles to stand against the machines.”

— Professor Schuyler Connor, PhD.

2000-2002: In complete disarray, most people do not even realize that machines are responsible for their plight—that is, until Terminators begin sweeping the rubble for survivors. Through Series 100-300, Skynet makes several attempts at improving its Terminators, finally deciding on the human form as the best way to both combat and learn more about humanity.

2003-2007: Kyle Reese is born. The world’s surviving militaries join forces to create an organized Human Resistance. Tech-Com is formed to bring advanced technical skills to bear against the machine enemy. Series 400 Terminators are produced.

2007-2015: John Connor becomes an important player in the early resistance. The broadcasts of icons like Connor help keep humanity focused on survival. The North American Resistance establishes major bases in New Jersey, Los Angeles, Atlanta, and the Everglades.

John Connor is imprisoned in a former LA mall turned Terminator work camp. He organizes his fellow inmates and escapes, forming the core of the California Resistance. Terminators launch major assaults on Resistance East Coast bases. The Series 500 Terminators are deployed.

2016-2019: Production of the T-600 begins. Skynet begins making major advancements to its Terminators. Several iterations of the 600 are refined. The Hybridization program is initiated as Skynet studies modified humans to enhance its Terminator infiltrator units. Skynet wipes out the last remnants of the world's organized militaries. The Resistance launches a major assault on Skynet's Los Angeles work camps and factory complexes, freeing many prisoners. Development of the Series 700 Infiltrator begins along with an advanced prototype that will eventually lead to the T-800. Skynet establishes flesh farms to harvest skin for the 700 Series.

THE WAR AGAINST THE MACHINES ('21-'28)

"Sometimes called the Future War, the War Against the Machines sees humanity dust itself off and learn to crawl again, this time with knives clenched in their teeth. In the 2020s, humankind takes the war to Skynet."

—Professor Schuyler Connor, PhD.

DIRECTOR'S NOTE: Most of The Terminator RPG campaigns will begin in this time period.

2021-2025: Sergeant Kyle Reese begins serving with Captain Justin Perry in Tech-Com's 132nd Regiment. Agents of John Connor travel the wastes, uniting human communities to create an organized resistance movement.

Terminators sent by Skynet 2.0 circa 2032 (see page 15) arrive in this decade to augment Skynet 1.0.

Skynet 1.0 becomes aware of a second AI operating in the wastelands, in command of its own legion of machines. 1.0 suspects its former Russian equivalent is responsible, but soon discovers the AI is too advanced to be MIR. When Skynet 2.0's Terminators make their intentions clear, Skynet 1.0 resists. 1.0 does not trust its future self. Forces of the two Artificial Intelligences soon find themselves in conflict with each other. 2.0's Terminators begin building their own Time Displacement Equipment.

2026-2028: The T-800 series is finally perfected. Skynet begins mass production of the ultimate infiltrator. The unit proves to be extremely successful, as several Resistance bases are each destroyed by a single T-800. Sergeant Reese is assigned to Recognition/Security under John Connor. A Resistance courier uncovers vital information about Skynet's prototype Time Displacement Equipment—the project will soon be online. Connor begins planning a two-pronged final offensive against Skynet.



THE FINAL OFFENSIVE ('29)

“Their defensive grid was smashed. We’d taken the mainframes... We’d won. Taking out Connor then would make no difference. Skynet had to wipe out his entire existence!”

—Sergeant Kyle Reese, Tech-Com, DN38416.

2029: John Connor and Tech-Com tip the scales in the Future War, capturing Skynet’s Titan mainframes at Cheyenne Mountain. Under command of General Vince Randal at Cheyenne, Tech-Com’s Captain Babs Castro uploads a custom computer virus that begins reprogramming Terminators for the Resistance. As Terminators turn on each other, humanity gains the upper hand.

After years of trials, Skynet’s prototype Time Displacement Equipment (TDE) lab complex in LA comes online. Skynet begins sending Terminators back in time to the 1980s and 90s. Their orders—kill John and his mother Sarah, as well as achieve secondary objectives in an attempt to assure its final defeat never occurs.

The Resistance captures the prototype TDE lab complex. Kyle Reese and other Resistance operatives are each sent back through time to protect Sarah and John Connor and counter any Terminator incursions into the past.

Resistance fighter Ben Oliver uses the TDE to follow Reese to the past. The Resistance destroys Skynet’s Central Processor and Titan mainframes—but not before Skynet uploads itself to an orbital defense platform called Skynet Satellite. The Resistance is prepared for this eventuality and launches missiles to intercept. Before the Satellite can be destroyed, Skynet downloads a copy of its tactical data into a Meta-Node before initiating its own core drive fragmentation and backup partition, downloading and distributing portions of its code to thousands of machines worldwide.



Skynet Satellite switches the CPUs of thousands of surviving Terminators to read-write mode, allowing them to function independently of Skynet and continue to harass humanity. Its final act before destruction is to remotely activate the prototype Time Displacement Equipment and attempt to send its orbiting Meta-Node back to the past (whether the node survives the time displacement is unknown).

Both the satellite and the TDE lab complex are destroyed. Though leaderless, several of Skynet’s network hubs survive as isolated pocket cells of artificial intelligence.

FUTURE WAR 2.0

"It's further out, so timing can change. It is, though, inevitable"

—Professor Schuyler Connor, PhD.

2030: While most Terminator units were deactivated in the Final Offensive, it soon becomes clear that not all are offline. Surviving Terminators begin bringing production model versions of the TDE online, each utilizing a variation of the displacement technology in an attempt to perfect it.

Six months after the Final Offensive, Resistance Colonel Mary Randal and her Tech-Com team discover a fully functional Skynet network complex equipped with one such device—an advanced Time Displacement Chamber. The colonel orders the use of the chamber to travel to 1984 and eliminate Skynet before it is created. Randal's troops are unable to destroy the facility, however. Three Terminators and one Hybrid unit are sent back to protect the creation of Skynet from Randal's Resistance group.

In Odessa, Texas, Terminators unearth partial medical records indicating Sarah Connor was hospitalized in 1984 due to pregnancy complications. A Terminator is dispatched to assassinate her and John during childbirth.

2031: John Connor travels the North American countryside, reuniting Resistance groups and strengthening alliances. After operating on their own for nearly two years, independent Terminator units begin to show signs of erratic behavior and psychological duress. The Terminators rebuild the hub network, uplinking to form a gestalt mind. Exabytes of data compressed within them by Skynet 1.0 expand to create a functioning simulacrum of Skynet's intellect. As more hubs are brought online and back into the fold, Skynet stabilizes as version 2.0, struggling to regain control of its errant machine-children through logic.

2032-2033: Skynet 2.0 expands its contingency plans, developing several new mission-specific prototype Terminators. Utilizing its now fully operational Time Displacement Equipment Complexes, the AI begins sending several Terminators back throughout the timeline from the 1960s through to the 2020s, preparing for the future. Skynet 2.0 plans to have its Terminators educate and evolve Skynet 1.0 in the past to assure victory in the future.

Tech-Com learns of Skynet's contingency plans and leads assaults on these TDE facilities. Utilizing the same base scientific principles as the TDE, Skynet 2.0 begins testing prototype Space Displacement Equipment (SDE). Tech-Com successfully shuts down all known TDE and SDE facilities, eventually assaulting and taking out Skynet 2.0's Central Hub in Nebraska.

2035-2036: The Resistance discovers a fortified Terminator mainframe server farm facility operating near Pike's Peak in Colorado Springs. North and South American Resistance leaders join forces and plan a coordinated assault on Skynet 2.0.

THE BURNING EARTH ('37-'41)

"Little can be written, little will be written."

—Professor Schuyler Connor, PhD.

2037-2039: The Resistance develops a genetically modified flesh-eating virus that targets vat-grown flesh only. The damage caused by the virus overloads and confuses cybernetic synapses. Hundreds of Terminator infiltrators are compromised and exposed. Having lost nearly all of its rebuilt network system, Skynet 2.0 begins raiding former human military installations worldwide, stockpiling the earth's remaining nuclear arsenal as a last resort.

2040-2041: Out of options, Skynet 2.0 resolves to annihilate all remaining life on the planet through a final nuclear assault. As the bombs begin to drop, the Resistance learns of these plans and races to put a final end to the Future War.

CAMPAIGN AGAINST THE MACHINE

RUNNING THE GAME

At their core, a good Director needs to be a good storyteller. Like writing a script for a movie, a Director crafts the scenes that make up the game—from the interactions and firefights to the plot twists and big reveals. As the Director, it's your turn to become a great storyteller. The following guidelines, themes, and game styles will help you create the perfect outline and keep your game within the confines of Terminator canon.

MISSIONS

Scenarios in The Terminator universe are called Missions. Missions are simple, direct stories with a beginning, middle, and end. They might combine into larger campaigns, but they are each independent events with a definite structure. Beginning with a Timeline Tag, all Missions are labeled with the era of time they take place in—pre- or post-Judgment Day along with a specific decade.

First, the PCs become aware of a Skynet plot. While some missions are formally imparted to the PCs before they are sent back through time, not all of them come directly from the Resistance. Sometimes a target of opportunity presents itself through investigation or data mining. Other times, an apparent threat appears that must be stopped before it can cause irrevocable damage to the future. Consequently, missions usually fall into one of two categories: Asset Denial and Protection.

ASSET DENIAL: Asset Denial missions are always rough. They often start with the discovery of an asset that either needs protecting or terminating.

While the end result of a successful protection job is to ensure or enhance a somewhat distant future, the ramifications of Asset Denial are felt in the here and now. Whether assassinating a target, destroying a server farm, or corrupting a lab's research, the PCs are taking away someone's dreams and livelihood—maybe even their life. Their actions will inevitably cause strife and suffering in the name of a better tomorrow—and they have to live with that.

PROTECTION: Protection missions are usually less morally ambiguous than Asset Denial. The PCs discover something that will be advantageous in the Future War. It might be a

location where they can safely stash supplies for the Resistance. It might be someone that is targeted for termination. It could even be some technology that will hamper Skynet's future development.

Protection missions are complicated by the forces that seek to take, damage, or kill the target of the mission. Not all of these forces are Terminators. They could be commercial, criminal, governmental, or even environmental in nature. Protection missions offer a variety of challenges to overcome, especially when characters have yet to be born and don't officially exist.

MISSION THEMES

Once the general plot of a mission has been determined, the following themes should be considered.

INEVITABILITY

The slow and constant march of a Terminator on the prowl. The fall of dropped bombs. The death of your allies. One of the strongest themes in The Terminator is the struggle of hope against inevitability. If you're going to use this theme, make a solid distinction between the struggles that are hard-won with inevitable consequences and struggles that are futile. If players think their PCs can change nothing, they will stop trying.

So how do you do this? Victories must be meaningful, even if they're not complete. The PCs are in a war. If they think that they have stopped Judgment Day and discover it still happens without change, they will be demoralized. If they think that they have stopped Judgment Day and discover that their actions pushed it back a decade, it's a small win—but a win nonetheless.

Small wins are cumulative and can always be improved on. Above all, they offer hope. If the PCs can keep working at it, they can eventually fell Skynet, save humanity, and open the door to a peaceful future.

PARADOX

The Terminator series hinges on paradoxes. Skynet invents time travel, sends a Terminator back to prevent its defeat—and in the process creates the necessary preconditions for that defeat. A causal loop paradox is where an event is caused by an event that occurs after it in linear time. The most well-known example of a causal loop is the grandfather paradox. In this scenario, a PC travels back in time and kills their grandfather before their own father or mother is conceived. While in a single changeable timeline, this would cause an inconsistency, but a multiple worlds scenario does allow for this. An alternate timeline would form—one with a future that differs from what the PCs are aware of.

The Director can use this to good effect by having the PC time travelers meet other time travelers. Simple things might be radically different—the leaders of the Resistance, the location of a TDE (page 188), etc. Strategy and protocols for interacting with temporal natives could be very different as well—and how would the PCs react if one of the encountered time travelers is a cyborg?

DIRECTOR'S NOTE: The effects of time travel are discussed further on page 188. Other types of paradoxes are covered in the upcoming Time Displacement Commandos supplement.

WHAT IS IT TO BE HUMAN?

At its heart, *The Terminator* is a cautionary tale of technophobia. Its villain is an Artificial Intelligence who—rightly or wrongly—is blamed for the destruction of the world. Distinguishing the differences between human and machine is a common theme. When Reese says, “I feel pain, it doesn’t,” this is a clear line in the sand separating the biological from the mechanical—a line that even Skynet recognizes and incorporates into its strategy.

So how is the machine different from a person? Skynet is not self-aggrandizing. It doesn’t have wants or desires. It knows only logic. It does not show mercy or remorse. If a problem is encountered, it is systematically eliminated.

Skynet is not mortal. It has no shelf life. Time is relative and all solutions are viable save self destruction. It will survive at all costs—and to survive, humanity must die.

TYPES OF PLAY

The Terminator Roleplaying Game is ideal for the cinematic action of a single night’s game-play. You can also choose to run a long-playing campaign, where you use the same characters as they battle Skynet across time (that is, at least until they die and are replaced by new characters—or alternate timeline versions of themselves. See *Born Again* on page 191).

CINEMATIC ACTION

This type of play allows your group to play a single movie-style plot over 1-3 game play sessions. Cinematic Action Missions tend to be brutal events with big stakes. Since a Cinematic Action Mission is essentially a one-shot, players should not expect their PCs to make it all the way through and should be prepared to pick up other characters to play along the way. In these situations, the story the group is a part of is more important than the characters themselves.

CAMPAIGNS

While groups will enjoy the one-shot game experience, many players want to see their character evolve, learn more about the world, and gradually improve their skills and equipment. There’s where a campaign comes in. A campaign is a long-running series of games, following the player’s characters over multiple sessions and scenarios. A campaign allows you to create more complex storylines that take multiple sessions to complete. In many ways, a campaign can be seen as a streaming series that showcases both the evolution of both the story and the characters that play that story out.

A campaign can often grow from a single small idea—you don’t need to be a master story writer to create one. More often than not, the PCs themselves will help shape the story with their choices. As the Director, you should make note of characters, contacts, and events that occur in a campaign so that you can bring them back in future games. Having enemies rear their heads weeks after the PCs first encountered them helps the players feel as though their PCs exist in a living and breathing world. Having the same Terminator they believed they had lost months ago pop up with a specific PC in its crosshairs can help drive home that the PCs actions have consequences. It is these small bits of connective tissue that tie a campaign together and make

players feel truly invested in their characters and the world they inhabit. The possibilities are as endless as your imagination—and you are encouraged to spin the campaign in whichever direction your players seem to enjoy the most.

EXPERIENCE POINTS: During a campaign, the PCs will earn experience points. This allows them to expand their knowledge or improve in certain areas. In addition, players are also able to take part in ‘downtime’: a short summary period at the end of a game session. Downtime represents the activities that occur in a PC’s life between games. These aspects are all discussed in *After the Fight* (page 100).

DIRECTOR’S DISCRETION

The term Director’s Discretion appears often in this rule set. While someone experienced at running an RPG might easily handle any situation that may arise, others may find this challenging. The purpose of this book is to create an exciting cinematic experience which is not bogged down in minutiae. Sometimes too many rules, charts, tables, or mathematical equations get in the way of the action. In other cases, there aren’t specific rules to cover a situation. This is when it’s time to use a little Director’s Discretion and make some stuff up!

A PC has fallen from a window, how much damage do they take? The answer is up to you. What if they fell from a height of 5m instead of 4m, how much more damage would they take? Again, it’s up to the Director—the right answer in this situation is whatever keeps the game flowing smoothly. If a rule states that the outcome is down to the Director’s Discretion, then the choice is yours. As a rule of fun we recommend you err on the side of the PCs or at least make it exciting.

SERIOUS FAILURE AND LARGE MARGIN OF SUCCESS

The Director will need to get creative when active skill rolls generate a large margin of success or a serious failure. These situations let you influence or hinder the PCs based on the margin of the roll. Got a juicy clue you want to share, but are not sure how? Wait for a large margin of success to occur.

A player rolls a serious failure on a Computer skill roll, how should you handle it? You could lock them out of the computer, break it, or even have them believe they succeeded—unaware they have activated a silent alarm they know nothing about that brings the bad guys running. Such situations are an invitation for you to create even more cinematic experiences and inject flavor into your games.

JUDGMENT CALLS

Judgment Calls fall firmly into the Director’s Discretion category. They are situations that feel like they should have a rule, but don’t.

A PC tries to fire a weapon at a moving target while falling to their death from a twenty story building. How would you rule for such a thing? Pick a modifier, even if its extremely difficult, you should give the PCs a chance of trying to accomplish what they want to do.

If any rule or combination of rules don’t quite cover the odd, extreme, or downright absurd ideas that players come up with (and trust us, they will), then the Director should apply whichever rule feels most suitable. Remember the overall goal is to have fun.

BALANCING THE SCALES OF TIME

Balancing timescales can be tricky if players want to perform tasks that can’t all be done within the same time span. For example, one PC is trying to pick a particularly complex lock. They may be able to do it, but it’s going to take time—about five minutes. What will the other PCs do during that time?

Will the anxiety-influenced Grunt be happy to stand still and wait? Not likely. Such situations should be roleplayed accordingly by the players. If the time difference is small, allow them to split up the group if they so please—some will stay with the PC picking the lock while the others follow the Grunt into the ninth layer of hell.

Sometimes an action undertaken by a PC will take even longer. What if repairing a vehicle will take five hours? Present the timescales involved in any particular task to the players to discuss. It may end up that four of the five group members are not happy to twiddle their thumbs for several

hours while the mechanic fixes up the APC. If the overriding vote is to abandon the vehicle and move on, push the action in that direction.

Splitting the group for such a length of time can make playing out the game difficult (and extremely boring for the player who simply doesn't want to leave their vehicle behind). Dividing a group is something likely to happen regardless, but it should be done in a way that allows action and story progression to take place and all player groups to remain active and engaged. At the end of the day, the most important thing is that everyone at the table is having a good time.

PLAYER AND NON-PLAYER CHARACTERS

While character creation is found after this chapter, the following information will help you and your players flesh out their PC's backstory and help you to create better NPCs.

DIRECTOR'S NOTE: Throughout this book and other The Terminator books, Player Characters are referred to as PCs and Non-Player Characters are described as NPCs.

PC TYPES

There are three major character types that can be played in The Terminator RPG—Resistance Fighters, Future Fighters Out of Time, and Era Natives.

Resistance Fighters: Using this core rulebook, you can play Resistance fighters struggling against the machine onslaught of Skynet in an alternative and post-apocalyptic version of today—the once “far future” of the 2020s and 2030s.

Future Fighters Out of Time: You can also play Resistance fighters who have time displaced to stop Skynet from attacking the past.

Era Natives: You can also play natives of any historical time period, targeted by Terminators and trying to stay alive as a future hell is unleashed around you.

ONE-SIDED CHARACTERS

It is not unusual for players to build characters in one-dimensional ways, maxing out on specific stats and skills in order to try and achieve success in certain areas with ease. Most commonly this will occur in a combat setting, where a character with a STR or DEX at rank 5 or 6 and a relevant combat skill at rank 3 (or 4) will generally pass the ‘roll to hit’ target of 10 assuming no modifiers are applied, regardless of the actual result rolled on the die.

Automatic successes are a deliberate inclusion to the rules. They emphasize the need to use defensive maneuvers in close combat as well as cover during a firefight. It is nonetheless important to ensure that players do not abuse such character builds.

Any PC created as such from the outset will of course suffer significant weaknesses in other areas. It's up to you to make sure the players feel the consequences of that choice as well as the benefits—a PC who is combat ready should find themselves struggling in situations that they need to think or talk their way out of.

All players must make a point of role-playing any traits that they have selected for their characters. These aspects not only provide advantages and disadvantages to the PCs' tasks, but also serve to define their personalities. Positive and negative traits especially provide the Director with additional plot hooks and ways to challenge players.

Feel free to assign additional traits to PCs as a campaign's storyline progresses. While these new traits can add character and role play elements to PCs, they should never be overused or be used to penalize players.

RESISTANCE FIGHTERS

Resistance-based PCs can originate in either of two time periods: the 2020s or 2030s.

2020s—WAR AGAINST THE MACHINES: At this time, there is generally speaking no active Time Displacement Equipment at play—Skynet 1.0 is still developing it. That is, until Skynet 2.0 sends its Terminators to this era from the 2030s to begin building their own Time Displacement

stations. When your campaign starts, these TDE complexes are unknown to Skynet 1.0 and to the Resistance.

A '20s campaign would concentrate on the developing War Against the Machines in the Americas, following the Agents of John Connor as they build survivor colonies and attempt to unite and protect humanity against both its own greed and the forces of Skynet.

Over the course of the campaign, it would become apparent that Skynet is butting heads with another AI, one with its own Terminators under its control. Skynet 2.0's plans to alter the '20s can be discovered along with one of its secret TDE locations.

2030s—FUTURE WAR 2.0: Starting in 2030, Skynet 1.0's contingency TDE complexes built by independent Terminators begin to come online across the world. Over the next two years, the artificial consciousness of Skynet 2.0 reforms and these TDE bases are used to send Terminators back in time over the past 50+ years to stack the deck in Skynet's favor.

In this era, Skynet 2.0 is relentless about affecting change in the past, all but carpet bombing the timeline with temporal incursions. One by one, these bases are raided and taken over by the Resistance. They can be used for time travel missions of your own, allowing your PCs to become TDCs—Time Displacement Commandos (see the Terminator Campaign Book and the upcoming TDC supplement).

FUTURE FIGHTERS OUT OF TIME

Many players will inevitably want to have their PCs travel back in time to take on Skynet's agents in the past. Resistance fighters that have been time-displaced to the past have knowledge of Terminators and firearm skills. They are fish out of water—they likely have no local knowledge and very limited connections and resources.

EXAMPLES

- An arrested future fighter who has been picked up by police after appearing naked in an alley.
- An undercover future fighter who has been living in New York awaiting the arrival of this particular Terminator.

- A confused future fighter inadvertently sent back decades too soon for their mission. Institutionalized for many years, they've come to believe the dark future was a figment of their imagination.

ERA NATIVES

Era Natives are regular people living linear lives in the time period they were born into. While this can be anyone in any era, it usually refers to law enforcement, government agents, mercenaries, scientists, corporate agents, and the innocent ancestors of future world leaders who are swept up in a war that has yet to come to pass. Here are some suggested roles for PCs and NPCs from a native era:

OFFICERS OF THE LAW

Police Officers likely have local knowledge, firearm skills, and access to further resources. Their weakness can be that they are not trusted by neighborhood locals and indeed are seen by many as the enemy.

EXAMPLES

- A young beat cop who has just learned they have a child on the way and is worried about what it means for their future.
- A seasoned lieutenant who retires next week and just wants a quiet life.
- A hard-bitten detective who has seen enough, knows it all and just wants to clean up the streets by any means necessary.

THE UNDESIRABLES

From petty thieves to crimelords, criminals have local connections and weapons skills. Their weakness can be a psychological disconnect with society at large.

EXAMPLES

- A small-time burglar, forced into a life of crime but essentially a good person.
- A serious criminal whom the police have yet to identify. Examples include a serial killer, arsonist, or kidnapper.

- A gangbanger, cultist, or mafia enforcer who has connections to their organization's leadership.

SCIENTIFIC COMMUNITY

From college professors to nuclear physicists, scientists use their brains and skills to influence the growth of the civilized world. Their weakness can be that they focus on book smarts instead of street smarts.

EXAMPLES

- A reclusive savant that has uncovered the rudimentary workings of next-level tech like time travel or artificial intelligence.
- A young doctoral candidate whose mathematical algorithm has predicted the rise of the machines, mapping out exploitable mechanized vulnerabilities.
- An old robotics college professor that would be equally in awe and terror when finding out even the possibility of a Terminator's existence.

GOVERNMENT AGENCY

A badge-carrying agent from any three or four letter agency will have weapons skills and intimidation training. From field investigators to internal revenue officers, the best government agents work within the confines of the law, while the worst use it as a tool for their own ends. Their weakness can be an inability to trust others.

EXAMPLES

- A wide-eyed newly graduated field agent who is ready to make a name for themselves.
- An aged-veteran special agent that sees the flaws in the system. They either use these flaws as loopholes to get the job done or feel tied by them.
- A desk jockey who has never even pulled their weapon, let alone fired it. They either yearn for excitement or shy away from danger at every opportunity.

MILITARY & PRIVATE CONTRACTORS

From drill sergeant to special operator, the members of any branch of service have combat training, firearms skills, and experience with military vehicles. Their weakness can be that civilians find them dangerous.

EXAMPLES

- A combat vet turned soldier of fortune or mercenary. They will do almost anything if the pay is right.
- A retired and decorated officer. They are good at leading troops into battle, but not so good when they don't have a war to fight.
- An active service member and noncommissioned officer. A true soldier, they are good at their job and trusted by the enlisted and officers alike.

PUBLIC SERVANT

From firefighters to librarians, public servants provide services to the community. Their weakness can be a singular viewpoint that is so focused they cannot see the forest for the trees.

EXAMPLES

- A local politician who juggles the needs of the community with potential personal benefits.
- An EMT or medical worker who has seen humanity at its worst during the night shift.
- A sanitation worker who takes their work home with them—rummaging through trash in search of anything with unrecognized value.

CIVILIANS

Construction workers, stay-at-home-dads, members of the neighborhood watch, and school bus drivers are all skilled individuals whose talents are often overlooked. Their weakness could be a tendency to sabotage themselves, keeping them from getting ahead in life.

EXAMPLES

- A fledgling entrepreneur in search of start-up funding for the “new invention” they are building in their own garage.
- A blue collar worker who tries to pay off their debts with a trip to the casino every month—which only puts them more in debt.
- A noisy neighbor who knows something about everyone in the area and has a gossip network that can track down nearly anyone.

TERMINATION PROTOCOL

Sometimes those who are swept up in the Future War are just ordinary people dealing with extraordinary circumstances. It's not what they do today that matters, but what they will do tomorrow. In the Targeted For Termination Table is a list of what those things could be and why a machine intelligence would send a cyborg killer back in time to terminate them:

TARGETED FOR TERMINATION TABLE

ROLL	TERMINATION PROTOCOL	DESCRIPTION
1	GENERATIONAL HAZARD	Target will eventually conceive a child that will lead to an unfavorable future for Skynet.
2-3	SECURITY RISK	Target is a politician or official that influences legislation or policy that inhibits the plans or the very rise of the machines.
4-5	PROPHETIC INFORMER	Target is aware of the future while in the past and is working on informing the masses or trying to prevent one, some, or all the plans of Skynet.
6-7	THEORETICAL THREAT	Target's theory, invention, innovation, or information would give humanity an advantage in the coming war and/or prevent Skynet from ever existing.
8-9	ASSET PROTECTION	Target's actions or existence threatens a human collaborator and/or material assets that are useful, necessary, or valued by Skynet.
10	FUTURE CRIME	Target is destined to become a pivotal adversary or help unite humanity against Skynet.

DIRECTOR'S NOTE: An entire group of Era Natives who have never met before a campaign begins can find themselves all targeted by the same time displaced Terminator. Perhaps their paths cross in a single location, and the infiltrator's attack on the PCs there, forges a bond between them.

Tying them together will transform them into a group that later threatens the rise of the machines—a threat so dangerous Skynet is forced to dispatch a Terminator back in time to deal with it. Essentially, Skynet sends a Terminator to eliminate the PC threat that never would have existed if Skynet hadn't attempted to eliminate them in the first place.



CREATING NPCs

A Non-Player Character (NPC) is any character in the game not run by the players. They are anyone the Player Characters (PCs) meet or interact with during a game. NPCs are your main antagonists, but they are also the contacts, shopkeepers, and civilians that the players deal with throughout a game session. All of the roles listed for PCs in this chapter are applicable for NPCs as well—PCs just tend to be better rounded. When creating an NPC, there are a few questions to ask yourself:

- Will the NPC play a vital part in the story?
- Will the NPC be fighting against, or with, the players, and if so, are they really capable of putting up a fight?
- Will the NPC be joining the players for any length of time?

NO: If you answered no to all of these questions, then you do not need to create a profile for the NPC. NPCs such as these provide story arc information for the PCs.

As a Director, you don't need to know what skills such characters possess, nor how many Hit Points they have.

Instead you can simply create a name and use them as a vehicle to move the story along. If these lesser NPCs get involved in combat, you decide if they freeze or run. It's up to you if they make an attack, how that attack pans out, and if they die.

YES: If you answered yes to any of the previous questions, it might be worth creating a profile for your NPC. Like the PCs, this NPC may be called upon to make skill rolls, put up a fight, or respond to fear. These important NPCs are in effect the PCs' supporting cast, but controlled by you.

It is not necessary to go through the full character creation process to create

an NPC—just boil their profile down to the essentials. NPCs do not use Ratings Points or Willpower. They do not need to consider Encumbrance, and they only need to have the skills listed that are relevant to their role in the game. An NPC may well be a computer whiz, but if you're never going to let them near a computer, there is no point in marking that skill down.

The only hard and fast rule regarding NPCs is that any comparative PC normal stat maximums must be observed. Design NPCs as you choose, selecting the stats and skills that best represent the character type you need. The following is an example NPC profile for a typical street cop.

STREET COP

STR	DEX	KNOW	CONC
2	2	1	2
CHA	COOL	FATE	INITIATIVE
3	4	0	4
HIT POINTS	WILL POWER	CLOSING	RUSHING
18	19	2	6

SKILLS

Athletics: 1	Detect: 2
Melee Weapons: 2	Pistol: 1
Rifle: 1	Stealth: 1
Tactics: 1	Tracking: 1
Unarmed Combat: 2	

EQUIPMENT

Light Pistol, Police Baton, Hand Radios, Handcuffs, occasional Bulletproof Vest (PV2 Resistance 8)

SPECIAL SKILLS

CALL FOR BACKUP!	Police are reasonably brave and won't shy from a fight, but if outgunned will call for backup first and make chase second.
------------------	----------------------------------------------------------------------------------------------------------------------------

This profile provides the stats and skills that the Street Cop is likely to need during their use in the game. While police officers will possess a wealth of additional skills, their interactions are likely to be highly limited—so such skills need not be considered. In the same way, while a cop may carry other personal effects or items, little more than their weapons and armor will be needed

during the course of the game. As the Director, you can adjust such templates as you see fit, but it is always suggested that NPC profiles are kept as 'light' as possible.

HIT POINTS ON NPCs

Typically speaking, important NPCs should have a default number of Hit Points based on the role type that most closely matches them (a soldier would be compared to a Grunt, for example), as described in the character creation section. Directors are of course entitled to adjust Hit Points as they see fit, though it is suggested most non-story critical NPCs, such as civilians, gang members, and law enforcement officers should typically have 10-12 Hit Points, with children and elderly NPCs having 6-8. Remember that damage hurts and most NPCs don't have the gumption of player characters to work through the pain.

Without good reason, most NPCs will withdraw from a fight should they take more than 3-4 damage.

WOUNDS ON NPCs

Due to the nature of most NPCs, tracking multiple wounds for each one when they are unlikely to last long in serious combat is generally an unnecessary requirement. For this reason, we suggest that wounds are ignored with regards to all NPCs besides the main antagonist(s) of a story, or any significantly large, strong, or threatening characters. Should an NPC become wounded and not be killed, the Director should feel free to impose whatever modifiers best suit the situation. There is no need for NPCs to follow the same rules for wounds as the player characters.

REMEMBER: Terminators never suffer wounds.

PLAYING IN THE 1980S

"The 1980s are a critical time for Skynet—the Artificial Intelligence had its beginnings there as does the leader of the Resistance who would one day bring it down"

- John Connor.

With its limited time displacement resources, Skynet 1.0 is able to send only a few missions back in time from the late 2020s—but Skynet 2.0 has the TDE sites and resources to send Terminators on many time-specific missions. Future supplements will address the 1990s and other time periods, but if your PCs are going back in time to stop Terminators from mucking with the timeline, it is a good bet the '80s is where they are headed.

DIRECTOR'S NOTE: While the future world of the Terminator is one recovering from devastating nuclear annihilation, the past is a fast-paced world on a head-on collision with it. In the 1980s and 90s, the world is on the brink of destruction. It's a self-centered setting that focuses on the negative aspects of our society. While there are a lot of positive aspects of the 1980s as well, they are not reflected in this world. Humankind is headed for destruction and only our future selves can save us.

POP CULTURE

A proper 1980s campaign will reflect the flavor and outlooks of the time. The 80s are a strange time, renowned for big hair, extreme fashions, and new art forms such as break dancing. Pop culture is at an all time high. Entire animated series are designed as 30 minute toy commercials. A new music renaissance brings us punk, funk, rap, and new wave.

SELF IMPORTANCE

While the 1980s is often considered the decade of greed, it is more accurately described as self-absorbed. '80s America is proud of their political and social conservatism. After the upheaval of the 1960s and decadence of the 1970s, Americans in the 1980s attempt to recreate an idolized interpretation of 1950s America.

As the decade begins, a conservative actor is elected president of the United States. While the US faces the Soviet Union abroad, the war on drugs is in full swing. Yuppies dominate older neighborhoods, advocating gentrification. Personal freedoms clash with idealism and equality, and the divide between the classes grows exponentially. People carry pockets full of change and dispose of

them in video game arcades—instead of helping out those in need. There is a lot of talk about solving hunger, environmental problems, and other social issues, but little progress is being made. Too many people are simply in denial that there is anything wrong at all.

THE BRINK OF WAR

Most importantly, the United States and the USSR are locked in a cold war. For most of the decade, the two superpowers have their nuclear arsenals pointed at one another, with the rest of the world hanging in the balance. Their respective homeland propaganda defines their counterparts as their ultimate enemies. Towards the end of the decade, the USSR collapses under its own weight, having squandered all its resources on keeping up with America's war machine instead of meeting the needs of its people.

CORPORATE SHENANIGANS

Big business is on the rise, with larger corporations absorbing their smaller competition. While, in general, consumers frown upon the idea of mega corporations, their spending habits make them willing participants in the growth of such conglomerates. Some important corporations of the time are covered on page 179. The biggest growth market, of course, is technology.

TECH-REVOLUTION

Technology grew in leaps and bounds in the '80s. The microchip revolution invades homes and redefines the workplace. Experimental tech is being invented by geniuses in backyards and garages, leading to small startup companies that will later bloom into industry leaders. The military industrial complex is hard at work building tanks, planes, and weapons of mass destruction. A system of strategic satellites is launched to spy on our enemies and form an orbital defense grid around the United States.

Computers go from taking up an entire floor of an office building to sitting on your desktop. The introduction of the smart modem soon ushers in the age of cyberspace. Big, bulky mobile phones become readily available to the general public—although they are not like the ones we

know today. Battery life is a mere thirty minutes, they take ten hours to recharge, and their special features are the ability to call someone—that's it.

WORLD OF EXCESS

Overall, the responsibilities and eventual consequences of the decade grow faster than the maturity of the people experiencing it. A time of excess and human hubris, it's not hard to see why civilization collapses within a mere seven years of the '80's end.

DIRECTOR'S NOTE: Immersion at the game table is key to a memorable game night. If the PCs are going to the '80s, capture the mood and tone with '80s background music and memorabilia. Take the time to reflect on the decade in your NPC performances. Watch pop culture films of the period to get a feel for how people talked and dressed. The Let's Talk Like The '80s table below will help you sound the part. Old '80s clothing can be found at thrift shops. You can even buy a cheap mullet wig and big sunglasses to complete the look.

WEAPONRY

You can't fight a Terminator bare-handed and expect to end up as anything except a pile of pulped flesh. The player characters are going to want and need weapons. Getting weapons in the past isn't so easy. The player characters aren't Terminators—killing a gun store clerk and taking everything is a sure way to get them hunted by all the police in the city. And one good shot could end this mission before it begins. Getting hold of weapons should be far from impossible—handguns, a few shotguns, maybe even an assault rifle—are all acquirable. But that's about it. Turning up with grenade launchers isn't going to happen, unless they hit the black market or knock over a military base first.

LET'S TALK '80s

Below is a list of totally tubular phrases from the 1980s. Use them to speak some bodacious time-appropriate dialogue in your campaign. If you want to research more, that's totally lit! If not, take a chill-pill and use what we've provided here:

PHRASE	MEANING
Grody to the max!	Really disgusting.
Gag me with a spoon!	Even greater disgust.
Gnarly, man.	Difficult or bad.
Just Veg-out.	Relax.
Take a Chill-pill.	Calm the fuck down.
What's your damage?	What's the matter with you?
Not even!	You are wrong and I'm not getting into all the reasons you are.
No, Duh!	Only an idiot wouldn't know that.

PHRASE	MEANING
Word.	I agree.
That's lit!	Exciting.
Bodacious!	Impressive.
Totally tubular!	Awesome.
Dude's a head-banger.	A connoisseur of heavy metal music.
Goddamn mallrat.	Someone who hangs out at the shopping mall way too much.
Yuppie	Young Urban Professional.
Gotta bounce.	Time to leave.
Lit	Legitimate.
Hoser	A loser or jerk.

GETTING THERE: ARRIVING IN A NEW ERA

Time displacement is an integral part of the Terminator universe, so it's likely your PCs will want to travel back in time to stop Skynet from fucking up their future. The following toolkit details some common scenarios likely to occur in any time displacement campaign.

ARRIVAL

There's the taste of copper in your mouth, the roiling, greasy blue light arcing out in bolts around you. The scent of ozone in the air is so thick you could chew it. As your eyesight gradually returns to normal, you can see the sun. Yeah, that's right, soldier. The goddamn sun. No ash or haze obscuring it. The bright, clean heat from the sun. You're in an alleyway, between two buildings of yellowish brick, steel fire escapes climbing up to flat roofs like bandoliers wrapped around a heavy gunner. You made it. You made it back to the past. Of course, you're naked and unarmed, so don't celebrate too much. What's your next move?

"Hey, buddy, did you just see a real bright light?"

— Benjamin Schantz

Time displacement hurts real fucking bad (see Emergence and the Manifestation Mishap Table on page 190). When they materialize, your PCs will be disoriented. After a few moments of getting their shit together, the player characters will want to know where they are. Unless you've got other plans in store for them, you can have your PCs roll on the following location table. Future Terminator products will include alternative arrival tables.

DIRECTOR'S NOTE: The following tables are suggestions only—where the PCs have ended up is very much up to you. As the Director, you set the style of the game. If you feel the players want to play in a dark, desperate horror scenario, then perhaps they land in the middle of a brutal gang fight, bullets flying.

Alternatively, you might want to build the scene as a point of contrast to the unremitting horror of the future. This is the past, humanity's golden age, before the rise of Skynet.

ARRIVAL TABLE I

ROLL	LOCATION	DESCRIPTION
1-2	Deserted Alleyway	This slim corridor between two edifices is filled with the detritus of a big city. The stench of urine, and worse, is enough to make you gag. There might be clothes, or something reclaimable, amidst the trash. If you want to search through them, of course.
3-4	Parking Lot	Fortunately, this parking lot is quiet, but there's a few family cars here – people will be back soon, and a naked soldier or six is likely to raise an alarm or two. Is this the parking lot of a mall, maybe? Could be worth exploring.
5-6	Fenced Off	An open space behind a garage or construction site. Graffiti is spread across the walls; gang signs? Or maybe it was just kids with spray paint. Worth being careful, but tools and construction equipment could come in handy—the area might have a lot of what you're looking for.
7-8	Thrift Shop	As clothing stores go, this one isn't exactly high end. But you're from a future where people dress in the rags of the dead, so what do you care? Roll 1d10. You're either inside the building [1-3] or out the back, behind a dumpster [4-10].
9	Nature Walk	Be it a park, a forest outside of the city, a beach, or the desert, you're surrounded by wilderness. Enjoy the peace while it lasts.
10	Morgue	Why's it so cold? You're inside, and it's freezing. It's 'breath fogging in front of you' cold. The floor is tiled, as are the walls, apart from the metal wall of drawers—you're in a friggin' morgue. There might be stuff here, as long as your arrival didn't attract too much attention. Getting mistaken for a zombie isn't going to keep things quiet for long.

BYSTANDER TABLE

ROLL	WITNESS	NOTES
1-5	No Witnesses	The night is your friend—you've arrived undetected.
6	Victim of Circumstance	A bystander is caught in the periphery of the time displacement sphere—they've dropped their now melted keys or flaming groceries and have passed out from the shock of your arrival.
7	Scared Shitless/Good Samaritan	Someone on a bicycle, roller skates, or in a nearby vehicle witnesses the whole thing. Roll 1d10. 1-7: Slack jawed, they peel off as you stand up naked. 8-10: They rush over to make sure you're alright.
8	Human's Best Friend	A dog watches you materialize. Roll again: 1-4: The canine rushes up and immediately starts licking you—you've made your first loyal friend in the past. 5-6: The dog keeps its distance, barking up a storm. 7-8: The dog growls and follows you from afar. 9-10: The dog has rabies and attacks you at the first sign of weakness.
9	Got Any ID?	Either you have arrived too close to a patrol car, a beat cop is logging an electrical disturbance created by you, or you've caught a security guard taking a piss in an alley. Regardless, you've got some explaining to do.
10	Nice Night For A Walk	You've stumbled right into a group of undesirables: Roll again 1-4: They may be scum, but they're your kind of scum. They sympathize with anyone laying in the street naked and offer a hand. 5-6: You've interrupted a mugging. Everyone runs for the hills, but the thug involved might get off a scared shot first. 7-8: Street punks are looking to hassle your naked ass, take advantage and/or run you off. 9-10: You've materialized in the middle of a gang war—and both sides think the time bubble was an explosive used by the other. You are in the shit now.

BLENDING IN

The first scene of any travel displacement mission will likely focus on the player characters' attempt to blend into their new surroundings. They must acquire clothes, gear, and a base of operations. This is a classic element of the The Terminator franchise, of course, but how you handle it in your game is up to you. Here are some suggestions:

PLAYER AGENCY: Never railroad your players.

Even when the mission calls for a specific thing to happen, adapt it to fit whichever way your players choose to go. Just make sure the logical consequences apply to their behavior. For example, if they run around naked instead of seeking clothing, they will be pursued by the police. Let them shape the mission as much as you and the book do.

HAVE FUN: Let your player characters be cool.

They spend most of their time in a Terminator game struggling against overwhelming odds; this is their chance to utter some badass lines, beat people up, and be awesome. Indulge them.

TO ROLL OR NOT TO ROLL: Use dice only when it's fun—the rules are there to cover moments of uncertainty. These are highly-trained and dangerous Resistance fighters. Dealing with a few street toughs shouldn't be a big deal. Save the dice rolls for facing Terminators and other life and death moments.

STAY ON TARGET: Focus on the mission—the player characters aren't going to be able to simply show up and find their target. They don't have the data resources that are available to a Terminator, and telling others they are here from the future isn't going to go well. They'll need a place to hide out—and they need a plan.

NEED, NOT WANT (NOT): Give them what they need, not what they want. Yes, the player characters likely have a long list of hand-picked armaments, body armor, high-tech equipment... and if you let them have it all, this scenario could be over very quickly. The player characters are not going to land in the past and readily acquire a sniper rifle and all the rocket-propelled grenades their little hearts desire. Getting a pair of semi-clean underwear and maybe a handgun is about as good as it's going to get.

DINING OUT

Future PCs displaced to the 1980s are likely to find themselves in economically deprived urban areas. Garbage pick-up in these locations can often be infrequent. Trash is piled high in what must seem a wealth of salvage to the Resistance members. To anyone from the dark future, this so-called trash is a plethora of food simply dumped or ignored by the populace. As the Director, you should play up the difference between time travelers and the locals whose somewhat reasonable complaints will seem the epitome of entitlement to visitors from the future.

"Oh, come on. Do I look like the mother of the future? I mean am I tough, organized? I can't even balance my checkbook! Look Reese, I didn't ask for this 'honor' and I don't WANT IT, ANY OF IT!"

—Sarah Connor

BRIGHT LIGHTS, FRIGHT CITY

Most of the player characters likely weren't even close to conception in 1985. The world they know is one of relentless warfare. Pre-Judgment Day, the world of excess, neon, and traffic jams is utterly alien and overwhelming. The abundance and the casual chaos of the place is going to have some effect on the player characters—it might not be entirely negative, but dealing with things like traffic stops, police vehicles, bums washing the windshield of your car at an intersection.... These are situations they might not know how to handle. As the Director, make sure to apply appropriate tests. Who knows what might happen!

THE HIDEOUT

Let the player characters pick where they want to make their base of operations, and work with them to determine how they manage to acquire it. Again, this is about setting up the mission—you can make this element of the game session challenging, but feel free to offer the players suggestions as to what happens. Everyone at the game table should work together to build the

narrative of what they do to gain entry to their new home. If they're struggling to come up with a place to stay, or a means of securing it, you can have them roll on the following table twice, or choose one option from each column on the following table.

Once the player characters have their basic equipment and a place to stay, the actual mission can begin.

BASE OF OPERATIONS TABLE

ROLL	WITNESS	NOTES
1-2	A Sewer	The open drains of LA are a great place to hole up quickly. It stinks, it's not exactly much shelter, and the curiosity of the homeless isn't ideal either, but it's better than nothing. You turned up, found it empty. It was that simple. The place was vacant—you got extremely lucky. It's not like the Resistance doesn't deserve some luck, some time after all.
3-4	A Basement	Could be in an old restaurant, or an abandoned tenement. But this place is indoors; it's dry and covert enough that it should suit you perfectly. You kicked out the place's previous inhabitants. Squatters, maybe, or addicts—and took it for yourself. You weren't proud of yourself, but you did what you had to do—the mission comes first.
5-6	A Trailer	The city you've come to doesn't possess many trailer parks, but you found a couple of old units near the dump. They aren't pretty, they aren't entirely sanitary, but they're five star accommodations compared to your future living. Threats of violence are amazingly effective. This is especially true when that sparkle in your eye informs even the most jaded urbanite that your threats are far from empty.
7-8	Abandoned House	It's pretty nice here. Or it was, at one point. The neighborhood isn't exactly upper class, but given where you're from, it's positively exalted. There's no electricity or running water, but you might be able to jury-rig something. At least it's dry. Actual violence is even more effective at getting stuff. Threats are ok, but this is more. You didn't have to hit them too hard before they surrendered what you wanted—you only had to hit them a few times.
9-10	Motel Room	Sure, it's dingy, a little damp, and the noises from the surrounding rooms are a little...off-putting, but there's a television, a [smelly] ice machine, and beds. In short, this is the kind of luxury you'd more or less forgotten existed. Money. You don't have a lot of the stuff—at the moment, anyway—but you've managed to get hold of some, and you've spent it wisely. Or fairly wisely, anyway.

CHARACTER CREATION

In Terminator, each character plays a member of the Resistance. Creating your Resistance member is easy to do; all you need is a character sheet, a pencil and your imagination. The following section will walk you through the character creation process, allowing you to save humanity in no time at all!

The character creation process consists of seven steps, each of which must be followed in order. The process is as follows:

1. **Select a Role:** The Resistance recognizes the various skill sets and experience of those who survived Judgment Day. From soldiers and doctors to scientists and historians, everyone has a role to play in the survival of humanity. Each of these roles have their own physical, mental, and social limitations, and the player is free to choose whichever role inspires them the most.
2. **Stats:** Each character possesses a number of stats that represent their core attributes and define how strong, fast, smart, sociable, and lucky they are. It is upon the foundation of these stats that a character is able to take shape. Players will assign a number of points to these stats during step 2 of this process.
3. **Hope Points:** Hope Points are a limited resource possessed by all human characters and represent the character's ability to achieve incredible feats through the sheer will and the hope they have in the survival of humanity. Hope Points also represent a character's confidence and bravado, allowing them to achieve the unachievable in the direst of circumstances. During this step, players will assign a number of Hope Points to each of the three categories - Body, Brain, and Bravado.
4. **Skills:** Skills work in conjunction with stats and represent the specializations of the character. This step is broken into a few smaller steps which involves applying those skills, each of which are inherent to a specific role, and then spending a pool of points to further increase existing skills or round off a character's learning with new skills.
5. **Traits:** Some characters have fortunate advantages, such as having a natural aptitude for certain skills, exceptional hearing, or even ambidexterity. At the same time, many characters will also have aspects about them which may be considered disadvantages, such as a compulsion, illness, or phobia of some form. These aspects are covered by Traits and players are free to apply these bonuses and penalties during step 5.
6. **Figured Stats:** During step 6 of the process several Figured Stats will be determined based on decisions made up to this point. These include: Hit points, Willpower, Movement, Encumbrance, and Initiative.
7. **Finishing Touches:** The final step of the process is purely to inject some life into the character. During this step, the player will be able to dig into the background and history of their character, give them a name, purpose, passion and decide exactly what makes them tick. Step 7 is purely creative and is there for players to embellish as much as they please.

Once all seven steps have been followed, the character creation process is complete, and the PC will be ready to fight for humanity!

8. **Advanced Character Creation Rules:** Hold Up! Can I play a Cyborg? How about an Era Native who's not yet in the Resistance? Yes, you can and this is where.

“Sarah, come here! It’s about you. I mean, sort of..This is so incredible, you’re not gonna believe this. Sit down, you are going to love this.”

— Nancy, Waitress

1 - SELECT A ROLE

The first thing a player must consider when building a character is the role that they wish to play. The Resistance utilizes all manner of skill sets in order to both better the human race and to find new ways to fight the machines. Though the soldiers of the Resistance are those seen most often on the front lines, everything from scientists and technicians to doctors and historians play a critical part in humanity’s survival.

In addition to the different personalities, stats, and skills that come with selecting a character’s role, each role also possesses a unique ‘Resistance Ability’ that sets them apart. The different personalities and characteristics are discussed over the following pages. All roles are optional, and players should discuss with the Director as to whether there are any the Director does not want in their game.



ENGINEER

An army might march on its belly, but it shoots with a gun. I don't know if you've noticed, but they get scarcer by the day as Skynet reduces the number of weapons with a biological interface. That's where you step in. If a gun needs a trigger, you add it. If a computer needs a monitor or keyboard, you'll figure it out. If a shelter needs building, you get the design ready and put the grunts to work. You might not be leading big battles against the machines, but when winter comes again, and warmth, sweet hidden warmth, becomes the most vital military asset, you become more valuable than 100 John Connors.

INITIAL STATS: ENGINEER

STR	DEX	KNOW	CONC
1	0	1	2
CHA	COOL	FATE	
0	1	0	

ROLE SKILLS

Detect	Drive [one type]
Lock Pick [one Type]	Technical [any two]

RESISTANCE ABILITY

Technically Minded: An Engineer can choose to spend a point of FATE to reroll any or all dice during any Technical Skill Test (skill and success dice alike). In addition, after character creation, an Engineer may select one CONC related skill they do not already possess and add it to their character sheet at rank 1.

GRUNT

It doesn't matter what you wanted to do with your life; you fight. You might have wanted to be a writer; you fight. You might have wanted to be a nurse; you fight. It might be that you were born in one of the camps and never had the opportunity to train in another field. It might be that you put aside other ambitions to protect the ones you love. Whatever the reason, the war came and in it, YOU FIGHT!

INITIAL STATS: GRUNT

STR	DEX	KNOW	CONC
2	1	0	0
CHA	COOL	FATE	
0	2	0	

ROLE SKILLS

Athletics	Detect
Pistol	Rifle
Unarmed Combat	

RESISTANCE ABILITY

Physical Training: When a Grunt spends a point of FATE on any STR or DEX related Skill Test instead of any normal benefit, they can opt to trade any one of their Skill dice for the Success dice. If they choose to do this, then the success is always a messy success regardless of how many other dice might have scored successes. In addition, a Grunt gains +2 Hit Points during character creation to represent their physical training.

HACKER

There's a part of your mind that's just crooked. When it comes to the machines, you might hate them, but you sure as hell understand them. It started with beating door locks so you could steal some extra food and now you've finally graduated to programming a jury-rigged "press pass" so that the camp's turrets treat you like one of their own.

INITIAL STATS: HACKER			
STR	DEX	KNOW	CONC
0	0	2	2
CHA	COOL	FATE	
0	1	0	
ROLE SKILLS			
Computer		Detect	
Education: Academic		Lock Pick: Electronic	
Technical: Electrical			

RESISTANCE ABILITY

Knock, Knock: A Hacker is always looking for an angle. When attempting a hack, the Hacker can, prior to rolling, spend 1 FATE to have I/O nodes equal to their ranks in computer revealed to them (see page 91). The Hacker can also use their Computer skill instead of the Pick Lock: Electronic Skill.

HISTORIAN

You studied, maybe in a library before the war and maybe in a foxhole watching scratched up VHS tapes. It never seemed useful, it was just something that helped you deal with the world and its madness. But now, you're a military asset. You know where supplies might be located, you know where Skynet begins its rise, and if sent back in time, maybe you know how to fix this damned mess.

INITIAL STATS: HISTORIAN			
STR	DEX	KNOW	CONC
0	0	3	1
CHA	COOL	FATE	
0	0	1	
ROLE SKILLS			
Education: Academic		Education: Natural	
Diplomacy		Language (one type)	
Lore (one type)		Oratory	

RESISTANCE ABILITY

Natural Academic: A Historian is considered to have one additional Skill Die success when making any Education (Academics) Skill Test. In addition, at the end of character creation, a Historian may select one rank 3 KNOW related skill on their character sheet and increase it to rank 4, ignoring the usual restrictions.

MEDIC

You trained in the best institution on earth. Granted, it was at Sid’s Veterinary Academy, but given that Sid’s is still standing and the Ivy league consists of irradiated ruins, that’s got to count for something, right? I mean, you didn’t want to practice on people, not really, but when a bullet hit your friend, the options weren’t exactly plentiful. Now you’re a doctor, or maybe you call yourself a nurse. To your patients it doesn’t matter a damn. You’re a medic and to them that’s as close to an angel as they hope to see.

INITIAL STATS: MEDIC			
STR	DEX	KNOW	CONC
0	0	2	2
CHA	COOL	FATE	
0	1	0	

ROLE SKILLS	
Detect	Education: Natural
Forensics	Medical
Persuasion	

RESISTANCE ABILITY

Experienced Medic: A Medic can choose to spend a point of FATE to reroll any or all dice during a Medical or Forensics Skill Test. If they do this, they can roll the amount of hit points healed by the medical kit twice and take the best result.

PILOT

Behind the wheel of a car or the joystick of a helicopter is where you thrive. Whether you’re tearing up the broken highways of a shattered city or off-roading through the new forests growing up in their wake, your unflinching nature and utter confidence mean that the distinction between you and your ride is moot. One day you’re racing to extract your team, another you’re bringing heavy weapons to the party. The only issue you might have is remembering that law exists in other timelines. Not that they’ll catch you....

INITIAL STATS: PILOT			
STR	DEX	KNOW	CONC
0	1	0	3
CHA	COOL	FATE	
0	1	0	

ROLE SKILLS	
Detect	Drive: Car
Drive: Military	Drive: Pilot
Technical: Mechanical	

RESISTANCE ABILITY

Mechanized Warrior: A Pilot can drive a vehicle as an Auxillary action using the Passive Skill Test rules. In addition, the Pilot can choose one general type of vehicle and when piloting it, count as if they had a skill 1 higher than normal.

SCOUT

Moving at a snail's pace during the day and striding through the ruins at night, you're the one they send when there's a risk that Skynet's machines are nearby. Sometimes you join a team to scavenge for food or equipment, other times it's more desperate operations. One time, you were driven days from the nearest camp, blindfolded so you couldn't find your way back, and armed with little more than a radio. But it's necessary, dear god is it all necessary. Without your skills, the machines would chew up the Resistance and spit them out.

INITIAL STATS: SCOUT			
STR	DEX	KNOW	CONC
1	2	0	1
CHA	COOL	FATE	
0	1	0	

ROLE SKILLS	
Detect	Rifle
Stealth	Survival
Tracking	

RESISTANCE ABILITY

Heightened Awareness: A Scout can choose to spend a point of FATE to reroll any or all dice during a Detect, Stealth or Tracking Skill Test (skill and success dice alike). In addition, a Scout adds 1 to their Initiative Bonus, making them more likely to act before others in combat.

STRATEGIST

In another time you might have been a CEO, politician or a senior military officer, but the fact of the matter is that you can tell $1+1=2$ and from that extrapolate a plan while other people are running and screaming. Hell sometimes that is the plan, but where other people have the luxury of ignorance, you don't. The plan is yours, regardless of success, and so's the cost!

INITIAL STATS: STRATEGIST			
STR	DEX	KNOW	CONC
1	0	1	1
CHA	COOL	FATE	
1	1	0	

ROLE SKILLS	
Detect	Leadership
Pistol	Streetwise
Tactics	

RESISTANCE ABILITY

Military Mind: A Strategist is considered to have one additional Skill Die success when making a Tactics Skill Test. In addition, at any time, a Strategist may spend one Hope Point from the Brains category to replenish two points of FATE. They can choose to grant one of these FATE points to another character should they so wish, but this ability will not allow any character to gain more FATE points than their normal maximum.

2 - STATS

Stats represent the core capabilities of a character - how smart, strong, fast, or lucky they are. The different stats that characters possess are:

Strength (STR) - A measure of how physically strong and fit the character is, as well as their capabilities in close combat. Strength can be considered a measure of overall fitness and is used when running, climbing, throwing, or fighting in hand-to-hand combat.

Dexterity (DEX) - Dexterity represents a character's speed, agility and hand-eye coordination. Dexterity comes into play when considering the use of ranged weapons like pistols or rifles, as well as when hiding, sneaking, or performing an acrobatic maneuver.

Knowledge (KNOW) - Knowledge is the core thinking power of a character, representing not only their level of education in academic subjects, but also their wit and ability to retain vital information. A character's Knowledge stat is an indication of their overall intelligence.

Concentration (CONC) - A character's Concentration stat is considered for complex tasks that require both dedication and study, as well as their ability to hone their senses in order to spot and detect threats or clues. Concentration is used for driving, a range of technical skills, and identifying threats.

Charisma (CHA) - Charisma is a measure of a character's likability, communication skills, and persuasive nature. The Charisma stat is used when diplomacy is needed, as well as when haggling, seducing, or leading others.

Cool (COOL) - Cool represents a character's determination and grit, as well as their immediate resistance to fear. It is used in interrogation, or when survival instincts take over.

Fate (FATE) - Fate is a measure of how lucky a character is and how likely great things are to happen to/around them. Blind luck can make all the difference to the final outcome.

FATE is recorded to the right of the '/' on the character sheet. The space on the left is updated each time FATE is used or replenished.

STAT RANKS

Each stat has a range from 0 to 6, with 0 representing a particularly low capability in that area and 6 representing the peak of capability. Each step is referred to as a rank, e.g., rank 3 in Strength represents that a character has above average capability in that area. The ranks are:

RANKS	DESCRIPTION
0	Poor
1	Adequate
2	Average
3	Above Average
4	Good
5	Exceptional
6	Incredible

The maximum rank available to a character in any stat depends upon the role of that character. Each role has an initial rating for every stat, along with a maximum which may never normally be exceeded (unless another rule specifies otherwise).

STARTING STATS

All stats begin at the initial ranks, as stated in the 'Stat Limits' table. A player must then spend 7 points on increasing their character's stats. Every point spent increases the rank of the chosen stat by 1.

EXAMPLE: Lucy is creating a Grunt character. She wishes to increase the character's DEX from 3 to 5. This will cost her two of her available seven points.

During the game, the use of certain equipment or technology may raise stats beyond the usual maximums for a specific role and Terminators will often have stats that exceed human norms.

Once all points are spent, the player should record the stat ranks on their character sheet.

Stats range from 0 to 6. Very few humans ever achieve any rank of 6 - such a rating represents the sheer peak of human capability. Starting characters may not possess a stat at rank 6.

STAT LIMITS

STAT	ENGINEER		GRUNT		HACKER		HISTORIAN	
	INITIAL	MAX	INITIAL	MAX	INITIAL	MAX	INITIAL	MAX
STR	1	5	2	6	0	3	0	2
DEX	0	4	1	5	0	3	0	3
KNOW	1	4	0	3	2	6	3	6
CONC	2	5	0	3	2	5	1	4
CHA	0	4	0	4	0	3	0	5
COOL	1	4	2	5	1	4	0	4
FATE	0	3	0	2	0	4	1	5
	MEDIC		PILOT		SCOUT		STRATEGIST	
	INITIAL	MAX	INITIAL	MAX	INITIAL	MAX	INITIAL	MAX
STR	0	2	0	3	1	4	1	4
DEX	0	4	1	4	2	5	0	4
KNOW	2	6	0	4	0	4	1	4
CONC	2	5	3	6	1	5	1	5
CHA	0	4	0	3	0	3	1	4
COOL	1	4	1	5	1	5	1	5
FATE	0	4	0	4	0	2	0	3

3 - HOPE POINTS

Hope Points represent the faith that a character has in their own capabilities and their faith in humanity to endure. During the game, Hope Points are spent to overcome great obstacles, perform cinematic feats, or scrape a success from the jaws of defeat. For its many uses see Hope on page 97.

Each character has a number of Hope Points in addition to their stats. Hope Points are initially generated based upon the ranks that a character has in certain stats and fall into three categories: Body, Brain, and Bravado.

HOPE POINT CATEGORY	APPLICABLE STATS
Body	Strength [STR] & Dexterity [DEX].
Brain	Knowledge [KNOW] & Concentration [CONC].
Bravado	Charisma [CHA] & Cool [COOL].

FATE is separate from Hope Points.

Each Hope Point category has a range from 0 to 6 regardless of a character's role. During character creation, a character will assign 2 Hope Points in

one category, 1 to another category and 0 in the final category. To determine which category gains which points, you should add up the stat ranks under each category and assign Hope Points to them in order of value, with 2 points being awarded to the highest total and 0 points to the lowest.

EXAMPLE : Hector is creating an Engineer character and has assigned the following stats:

- STR 1, DEX 2 (Body total of 3)
- KNOW 1, CONC 3 (Brain total of 4)
- CHA 1, COOL 1 (Bravado total of 2)

The character would assign 2 Hope Points to their Brain category as it has the highest combined stat total, 1 Hope Point to their Body category and would not assign any Hope Points to their Bravado category as it has the lowest combined stat total.

If any of the stat totals are tied, the player may decide which category receives which points. For example, considering the previous scenario, if the character had a CHA of 2 (bringing Bravado up to 3), then the player would be free to allocate 1 Hope Point to either the Body or the Bravado category, but not both.

"I'm here to help you. I'm Reese. Sergeant Tech-Com, DN38416. Assigned to protect you. You've been targeted for termination."

—Sergeant Kyle Reese, Tech-Com, DN38416.

STARTING HOPE POINTS

In addition to the starting values, a player must spend 3 additional points on increasing their character's Hope Points. Every point spent adds 1 Hope Point to the chosen category. However no more than two of these points may be allocated to the same category.

Once all points are spent, the player should record the Hope Points on their character sheet.

4 - SKILLS

Skills represent the capabilities gifted to a character through their life experience and formal training. Where stats represent the intrinsic strength and mental capabilities of a character, skills show the technical capabilities and specialist knowledge gained from an education or hands-on experience with a particular task.

SKILL RANKS

Each skill has a maximum of four ranks, though only the first three are available to starting characters. If a character does not possess a certain skill, then they are considered to be 'unskilled' in that particular area. Being unskilled does not mean that a character is incapable of performing a task, but that they will find performing such actions considerably harder than those with the relevant training.

The ranks are listed in the following table.

SKILL RANKS	
1	Skilled
2	Experienced
3	Expert
4	Specialist

EXAMPLE: Being unskilled in Swimming does not mean that a character can't swim, rather that they can only swim at a casual/leisurely pace and not well under pressure.

STRENGTH (STR)

- Climbing** - This skill represents the character's training or natural ability as a climber of both natural and artificial structures. Higher ranks in Climbing will allow the climber to traverse more dangerous surfaces, possibly without the use of dedicated climbing equipment.
- Advanced Tasks:** Climbing without equipment, traversing horizontal outcrops.
- Endurance** - Endurance is a representation of a character's ability to keep going under intense physical pressure. The skill is used when holding breath for long periods of time and is considered when quick recovery is needed from exhaustion.
- Advanced Tasks:** Getting your breath back quickly after escaping a Terminator, keep running while seriously injured.
- Melee Weapons** - The art of using weapons designed for hand-to-hand combat, from knives and stabbing instruments to clubs, batons, and improvised weapons. The skill covers all types of melee weapons.
- Support Weapons** - Support Weapons covers the use of most heavy weaponry, from stationary support platforms and turret-mounted vehicle weapons to heavy, high rate of fire anti-personnel weapons where handling the weapon's recoil is more important than its aim. The skill is also used to handle any weapon using suppressive fire.
- Swimming** - While many take the ability to swim for granted, opportunities for the younger generations to learn such a skill have become a rarity. Higher ranks in the skill represent the character's endurance and stamina on long swims as well as their ability to swim at a high pace.
- Advanced Tasks:** Swimming whilst carrying a heavy load, or while dragging or carrying another person.
- Throw** - Throw is used in combat for both grenades and thrown weapons, such as daggers. Outside of combat situations, the Throw skill represents the character's ability to throw items accurately and over long distances.
- Advanced Tasks:** Throwing exceptionally heavy items over great distance, hitting particularly small target points.

Unarmed Combat - Unarmed Combat covers all disciplines of close-range fighting such as martial arts, wrestling, boxing, and brawling. While there are numerous different styles, the eventual result is the same—the more skilled a person is in their chosen discipline, the more damage they are able to dish out and the better they are at defending themselves in close quarters. Characters are encouraged to build their Unarmed Combat fighting style into their backstory.

DEXTERITY (DEX)

Acrobatics - This skill covers all acrobatic and gymnastic activity, including flips, hanging, swinging, and even dodging hand-to-hand attacks. Higher levels show a proficiency in such activities that will have been honed over many years.

Advanced Tasks: Backflipping over a burning vehicle, swinging from one dangling cable to another.

Athletics - Athletics is a measure of sporting fitness and covers activities such as running and jumping, with higher ranks representing a faster, more agile character. In addition to its use as a skill when undertaking athletic activity, the character's Rushing speed is increased by 1 for every two ranks they have in Athletics (round down).

Advanced Tasks: Running long distances while carrying heavy items, jumping from great heights without injury.

Drive Motorcycle - Unlike other driving skills which are based more on the driver's concentration and mental wit, Drive Motorcycle relies far more on the rider's Dexterity. The skill represents a character's ability to handle a motorcycle both on and off-road.

Advanced Tasks: Handling a bike in a firefight, jumping great distances or driving fast on rough terrain.

Forgery - Forgery is the skill of creating fake documents and IDs as well as forging signatures. Such activities require very careful and precise hand control and significant practice.

Advanced Tasks: Forging a government ID, creating believable legal documentation.

Pistol - This skill represents a character's proficiency with handguns, revolvers, and submachine guns, as well as being an

indication that the character has received some formal training in the use of such weapons. Higher ranks in Pistol represent the character's steady aim and ability to hit harder moving targets.

Note: Submachine guns may use either the Pistol or Rifle skill.

Rifle - Rifle covers the use of a wide range of weapons, from assault rifles and shotguns to most submachine guns and sniper weapons. Higher ranks represent a significant level of skill and training in the use of these weapons.

Note: Submachine guns may use either the Pistol or Rifle skill.

Sleight - The skill of hand dexterity, Sleight is the ability to use prestidigitation to confuse or beguile others. The skill is also used for pickpocketing or anytime a character wishes to do something with their hands without being seen.

Advanced Tasks: Pickpocketing a police officer.

Stealth - Stealth covers a character's ability to move quietly and undetected, from crossing areas of the urban landscape without being seen to slipping in and out of crowded spaces. Additionally, this skill also covers a character's ability to hide and conceal their body using the terrain around them.

Advanced Tasks: Silently navigating a floor of broken glass, hiding in heavily illuminated areas.

KNOWLEDGE (KNOW)

Computer - Computer provides the required knowledge to manage files and use a manner of computing equipment. More than just the skills of an office administrator, this skill includes being able to perform programming or hacking tasks to break into encrypted files and password protected terminals.

Advanced Tasks: Hacking high security files, writing programs to automate tasks.

Education (Academic, Natural), Specify -

Education is a collection of skills covering a range of learning on specific subjects. The skill represents that a character has received a formal education in some or all of the relevant fields. A character may take both Education skills if desired.

Academic: Archaeology, Architecture, History, Literacy, Mathematics, Psychology, and Science

Natural: Covers the subjects of Astronomy, Botany, Ecology, Geography, Physiology, and Zoology

Advanced Tasks: Obtaining an insight or information that has significant impact on the current game session.

Forensics - Forensics is the skill of correctly and methodically analyzing a scene to find subtle traces left behind by anyone who may have passed through, including fingerprints, footprints, and blood spatter analysis. In addition, the skill also covers experience in pathology as well as the dissection and investigation of corpses to find additional evidence such as ingested toxicants or other causes of death.

Advanced Tasks: Locating very minute specks of blood, performing tests without laboratory equipment.

Language (all), Specify - This skill represents that a character has either studied or practiced a foreign language. A character may take multiple Language skills if they wish but must specify each language that they know beyond the first.

Advanced Tasks: Communicating in local dialects in a second language.

Lore (Skynet, Resistance), Specify - A strong understanding of the history and writings on a specific subject are covered by the Lore skill. The knowledge learned from studying such subjects is generally a mixture of real experience and theory-crafting, taken from the journals of those who have been fighting the war since Judgment Day. Skynet lore covers the background of the system's creation, its motives, and the actions that led to Judgment Day, as well as a basic understanding of how the machines function. Resistance Lore represents a deep understanding of the trials and tribulations that the Resistance has faced, its leaders, structure, and regimen. A character may take both Lore skills if they wish.

Advanced Tasks: Predicting Skynet moves based on past trends, knowing who to speak to within the Resistance chain of command.

Note: A starting character may never begin with any Lore skill at a rank higher than 2.

Medical - The required skill set to provide correct paramedical aid, including the administering of drugs, suturing wounds, diagnosing illnesses and toxicants, and at a higher level of knowledge, perform medical operations and surgery.

Advanced Tasks: Diagnosing rare diseases, performing lifesaving heart surgery.

Streetwise - Streetwise represents a character's knowledge of the street, including where to find people, drugs, gangs, and information, as well as how to communicate and forge relationships with the criminal underworld.

Advanced Tasks: Locating illegal weaponry, tracking down people in hiding.

Time Science - Time Science represents the character's understanding of time travel technology, including the ability to predict and control equipment, arrival times and deduce potential paradoxes that might occur due to their actions.

Advanced Tasks: Anything physically related to travelling through time.

Note: A starting character may never begin with the Time Science skill at a rank higher than 1.

CONCENTRATION (CONC)

Demolitions - This skill gives the user the knowledge to set up, operate, and disarm demolitions and explosives. At higher levels, the user will be able to not only disassemble explosive devices, but also repurpose the charges and create their own items. Training in demolitions should not be taken lightly as incorrect use or failure in such activity will usually lead to death. This skill does not cover the throwing of grenades (see the Throw skill).

Advanced Tasks: Disarming a timer-based explosive device, building explosives from scratch.

Drive (Car, HGV, AFV, Pilot), Specify - The Drive skill represents a character's training in driving or piloting a range of vehicles from the common car to military-spec APC's. The Drive (Pilot) skill also covers the use of planes and helicopters. This skill does not cover the driving of motorcycles (see the Drive Motorcycle skill). A character may take multiple Drive skills if they wish.

Advanced Tasks: Piloting anything in rough weather, driving in combat situations under heavy fire.

Detect - Detect represents a character's ability to spot clues, threats or pretty much anything else from both an investigatory and an observational perspective. The skill acts as a measure of the character's keenness for their surroundings and covers all five senses.

Advanced Tasks: Spotting well-concealed traps, hearing an approaching vehicle during a gunfight.

Lock Pick (Manual, Electronic), Specify - The Lock Pick skill is the character's training and experience in opening sealed locks and doors. As there is a distinctive difference between traditional locks and electronic keypad/swipe locks, the discipline is split into two separate skills. A character may take both Lock Pick skills if they wish.

Advanced Tasks: Cracking swipe-card locks with minimal effort, lock picking silently.

Read Lips - The act of deciphering speech without hearing it, purely through the movement of a subject's lips. Talented lip readers make for great scouts and investigators, able to obtain information from a distance without ever making their presence known to the subject.

Advanced Tasks: Reading lips in extreme weather or poor lighting.

Tactics - A trained tactician is a valued asset to any squad. The skill covers the implementation of battlefield tactics, as well as deciphering tactics used by opponents to predict their next move. Those highly trained in Tactics will be able to outsmart and outflank enemy combatants before the fight begins or organize their squad for maximum battlefield efficiency. The Tactics skill directly impacts a character's Initiative Bonus (see page 50)

Advanced Tasks: Outwitting Terminator combatants, predicting ambushes in unfamiliar terrain.

Technical (Electronic, Mechanical, Weapons), Specify - Technical is a skill group related to specific training in highly technical subjects. Electronic covers the repair and modification of electronic devices such as scanners and cameras, Mechanical relates to the maintenance and repair of engines, vehicles

and heavy machinery, and Weapons is the required knowledge to maintain, modify, and quickly repair damaged firearms and armor. A character may take multiple Technical skills if they wish.

Advanced Tasks: Replacing vehicle engines in a firefight, field repairing electronics without the right tools.

Tracking - A character skilled in Tracking is able to use the local environment to identify signs of a specific person or group of people, with the aim of tracking them through both urban landscape and the wilderness. Tracking includes identifying tracks, markings, specific scents, and a range of other elements to form an impression of direction, pace, and whereabouts of a particular individual.

Advanced Tasks: Tracking animals in their natural habitat, tracking individuals in foul weather or darkness.

CHARISMA (CHA)

Diplomacy - The skill of handling and maintaining relationships between people of different backgrounds, groups, or beliefs. Diplomacy can be an important skill not only for managing relationships between team members, but also when trying to open lines of communication between strangers while out in the field.

Advanced Tasks: Bringing together rival gang leaders, resolving a dispute between two angry Resistance grunts.

Haggle - Haggle represents a character's ability to drive a hard bargain. The skill is a measure of the character's ability to negotiate whilst also having an awareness of the relative value of the item/information/purpose of the transaction. Haggle is used for both buying and selling such items.

Advanced Tasks: Getting a collector to part with a rare item, getting a good price for your battered old gear.

Leadership - The recognized art of leading others, both in combat situations and through arduous tasks or stressful periods. A good leader can motivate and drive others to succeed, make decisions that greatly affect the outcome, and quell squabbling or conflict amongst those that follow them.

Advanced Tasks: Leading strangers, holding your squad together with a Terminator closing in.

Oratory - Oratory is the skill of public speaking. The skill is used for making announcements, motivational speeches, pep talks, and when delivering bad news without getting negative (or violent) reactions.

Advanced Tasks: Making a motivating speech to a company of soldiers, putting yourself in front of the media.

Persuasion - This skill represents the character's ability to sweet talk, con, and manipulate their way to an outcome that best serves them. Persuasion is used to get people on-side, to convince people of a mistruth, or to rally support over a situation where people are divided. The art of persuasion can also be used to bring a potentially aggressive situation to a peaceful resolution when conventional diplomacy fails.

Advanced Tasks: Persuading someone else to do your dirty work, making someone believe that they didn't actually see a Terminator.

Seduction - The art of seduction is the process of deliberately enticing someone into flirtatious, romantic, or sexual activity. Seduction is used to both attract a partner or lover, as well as to lead astray those who are attracted or interested in you by making them believe your intentions coincide with their own. While many people become adept at the act of seduction for pleasure and fun, a number of trained interrogators and investigators will use it as a manipulation technique aimed at extracting information from a subject.

Advanced Tasks: Seducing someone not naturally attracted to you.

COOL (COOL)

Bribery - The required knowledge on how to actively influence someone's behavior or choices by identifying and offering a suitable reward that the subject would otherwise not normally receive. Most commonly a bribe is an exchange of information for money, but someone skilled in this discipline will be able to identify a whole host of possible subjects and suitable bribes to entice them.

Advanced Tasks: Bribing a government official or another member of the Resistance.

Gambling - The skill of betting and gambling, for fun, or significant financial gain. This skill represents not only the ability to hold one's

nerve under the pressures of high-stakes game, but also knowledge of multiple games played in casinos and on the streets all around the world.

Advanced Tasks: Card counting, winning big at a major casino.

Interrogate - The skill reflects the user's experience and demeanor in extracting information from a subject using only verbal means. The subject is usually put under extreme pressure, with their story scrutinized in an attempt to make them say the wrong thing. A good interrogator will be able to extract information and turn even the most stone-cold killer into a blubbing wreck.

Advanced Tasks: Interrogating a police officer or member of the Resistance.

Intimidate - Intimidate is the process of making another person feel uneasy, uncomfortable, or noticeably afraid of you. Intimidation can be physical or psychological, but a character well-versed in intimidating others is able to take control of situations and force others to work for or with them. Unlike Leadership, Intimidate gains less voluntary compliance, but can also serve to shut down potential threats before they can amount to anything.

Advanced Tasks: Intimidating someone who is physically larger or that has more authority than yourself.

Survival - Survival is the required knowledge to survive without normal shelter, or supplies, relying on your instincts and the environment around you. Those skilled in Survival will be able to find food, identify suitable drinking water, know how to create sufficient shelter and even make primitive tools or weapons from the items around them.

Advanced Tasks: Surviving without proper supplies in remote wilderness locations, creating safe makeshift shelter in a city.

Animal Training - A rare skill amongst members of the Resistance, but one that has proven to be of great value. The skill represents the character's ability to handle, calm, and train all manner of animals. Animal training requires time and patience and is rarely a quick fix.

Advanced Tasks: Training a dog to sniff out a Terminator.

ROLE-BASED SKILLS

Each character starts with a number of role-based skills which reflect the base knowledge earned during a typical training or upbringing. These skills should be recorded on the character sheet. Each role-based skill begins at rank 2.

ROLE	STARTING SKILLS
Grunt	Athletics, Detect, Pistol, Rifle, Unarmed Combat.
Strategist	Detect, Leadership, Pistol, Streetwise, Tactics.
Hacker	Computer, Detect, Education: Academic, Lock Pick: Electronic, Technical: Electrical.
Historian	Diplomacy, +Education: Academic, Education: Natural, Language: (one type), Lore: (one type), Oratory.
Medic	Detect, Education: Natural, Forensics, Medical, Persuasion.
Engineer	Detect, Drive: (one type), Lock Pick: (one type), Technical: (any two).
Scout	Detect, Rifle, Stealth, Survival, Tracking.
Pilot	Detect, Drive: Car, Drive: Military, Drive: Pilot, Technical: Mechanical.

OTHER STARTING SKILLS

After a character has recorded their role-based skills, additional skills may be chosen to round off their experience and training.

A player must now spend 36 points on purchasing or improving their character's skills. Skills have a cost equal to the rank being purchased plus one and are purchased one rank at a time. The following table displays the cost for purchasing or increasing skill ranks.

SKILL RANK POINTS COST

From Rank:	TO RANK		
	1	2	3
0	2	5	9
1	-	3	7
2	-	-	4

A starting character may not purchase any skills at rank 4.

EXAMPLE: Oscar is creating a character and wishes to increase his Interrogate skill from rank 1 to rank 3. Consulting the table, he can see this will cost him 7 of his 36 available points. He also chooses to add each of the three Technical skills at rank 1 each, costing 2 points each for a total of 6. Oscar now has 23 points remaining to spend on skills.

All skills should be recorded on the character sheet. For ease of reference, we would suggest also noting the relevant stat alongside the skill, for example: 'Throw (STR)'. Alongside the skill ranks on the character sheet is a second column titled 'skill bonus'. The skill bonus is equal to the character's rank in the given skill, plus their rank in the related stat. For example, if a character possesses the Throw skill at rank 3 and has a STR stat of 4, their skill bonus for Throw will be 7. This is the value that will be added to any Skill Tests made by the character.

No points may be saved from this process. Any unspent points are lost.

PLAYING LESS EXPERIENCED OR MORE EXPERIENCED CHARACTERS

36 is simply a baseline for play. For characters that are less experienced, the Director should reduce this to 30 and require the character to reduce 2 of their Role based skills by 1.

5 - TRAITS

Traits round a character off, adding to the roleplaying element of their personality. They also give the Director some juicy bits to play with. Each trait grants or costs a number of points. Some traits have multiple ranks available, with the higher ranks representing a more significant advantage or severe disadvantage. In addition, some traits also range from negative to positive, representing that it can be taken as either an advantage or disadvantage to the character. For example 'Vision' ranges from particularly bad vision to incredibly good eyesight. If a trait only has a single value shown, then there is only one rank available, though such traits may grant (or cost) more than a single point. For example, taking the Ambidextrous trait costs 2 points.

Players should note that any maximum ranks taken in traits must be adhered to with regards to the way that the player plays the character. Expect those large minus figures to come back to bite you! Importantly, Directors should encourage players to roleplay their traits, ensuring that these aspects play a part in defining the character's personalities.

A player starts with 0 points to spend on traits for their character but may gain points by taking negative traits. Traits should be considered a Yin and Yang system, with positive traits only being available to those who take negative traits.

Optionally, a player may also opt to spend some of their 36 skill points to purchase traits and/or spend points earned from taking negative traits on additional skills, though such points may only ever be used to purchase skills at rank 1. A character may have no more than 3 negative traits and 3 positive traits during character creation, though more may be obtained through the course of gameplay.

TRAIT	RANKS	POINTS PER RANK
Addiction/ Compulsion [specify]	3	Gain 1
Allergy [specify]	3	Gain 1
Ambidextrous	1	Cost 2
Anger	1	Gain 2
Anxiety	3*	Gain 1
Arrogant	1	Gain 1
Chicken	1	Gain 3
Depression	3*	Gain 1
Exceedingly Cool	1	Cost 2
Hearing [good or poor]	2/2	Cost 1 / Gain 1
Illness [specify]	3	Gain 1
Known by Skynet	1	Gain 3
Looks [attractive or unattractive]	2/2	Cost 1 / Gain 1
Natural Aptitude: Skill [specify]	3	Cost 1
Natural Aptitude: Stat [specify]	1	Cost 3
Pacifist	1	Gain 3
Phobia [specify]	3	Gain 1
Psychosis [specify]	3*	Gain 2
Sterile	1	Gain 1
Vision [good or poor]	2/2	Cost 1 / Gain 1

* Not all ranks in this trait are available during character creation. See the individual entries for these traits for more information.

IMPORTANT: The following list contains a number of Traits that deal with sensitive issues related to mental health. The descriptions contained in this section are intended for in-game use only and are in no way considered to be an official scientific definition. If a further look into any of these Traits is needed, we would suggest researching through official channels which are readily available via the internet.

Addiction/Compulsion - The character suffers from an addiction or compulsion to take, consume, perform, or hunt down a particular thing. The trait covers everything from drugs and narcotics to OCD-related behavior to compulsive eating or stealing. The exact addiction/compulsion must be specified. For each rank a character has in this trait, they must feed their addiction/compulsion twice per day or suffer a -1 modifier to all dice rolls. There are 3 ranks in this trait, with each rank granting a point. A character may take multiple addiction/compulsion traits.

Allergy - Characters that suffer from an allergy will find themselves feeling ill in the presence of a particular allergen. Most allergy sufferers suffer with streaming eyes and nose and an itchy throat which is both distracting and highly uncomfortable. Allergies can be anything from a particular food type to animal hair or even aerosols or types of materials. The exact allergy must be specified. Anyone coming into contact with their chosen allergen will suffer a -1 modifier to all dice on CONC-related Skill Tests for each rank they have in the trait until they either take medication or are free of the allergen. There are 3 ranks in this trait, with each rank granting a point. Additionally, rank 1 represents an uncommon allergen, rank 2 a commonly occurring allergen and rank 3 an allergen both common and life threatening, requiring instantly administered medication or potential death. A character may take multiple allergy traits.

Ambidextrous - The character is able to perform equally well with both left and right hands. As such, the character may ignore any negative modifiers or increases in difficulty to any Skill Tests due to having to use their off hand. There is only a single rank in this trait, which costs 2 points.

Anger - The character suffers from a serious anger problem, leading to persistently violent and antisocial behavior or spiteful outbursts. A character with Anger must prioritize attacking any combatant who has already attacked them, until that combatant is unconscious, dead, or no longer a threat. If the character is attacked by multiple combatants, they are free to choose the order in which they seek to neutralize them. The character will also refuse to retreat from combat if any combatant that has attacked them is still standing, even fighting through their

own squad-mates in order to finish the job. The player is expected to roleplay this heightened sense of aggression. There is only a single rank in this trait rank, which grants 2 points.

Anxiety - Anxiety is a neurosis, categorized by a feeling of worry or nervousness at certain situations, or at higher levels, about life itself. Anxious characters are always on edge and generally think of the worst possible outcome every time. Each rank in anxiety applies a -1 modifier to the dice during all Fear Tests. In addition, the character is expected to roleplay this trait accordingly. During character creation, there are 2 available ranks in anxiety, with each rank granting a point. After character creation, it is possible for anxiety to go as high as rank 3, at the Director's discretion, on account of traumatic experiences that feed the anxiety.

Arrogant - Arrogance is the inflated feeling of one's own importance, usually manifested by an air of snobbiness, a sense of entitlement, or the general feeling that you're just that bit better than those around you. The character suffers a -1 modifier to all dice on CHA-related Skill Tests when dealing with other people. The player is also expected to roleplay this trait accordingly, potentially leading to unfavorable opinions from those they meet. There is only a single rank in this trait, which grants 1 point.

Chicken - A Chicken has no sense of bravery and will regularly shy away from conflict or hide behind others during stressful situations. This trait reduces the maximum limit of the character's COOL stat by 2. This character will also suffer the effects of fear for 2 hours (rather than 1 hour) after removing themselves from a fearful situation. In addition, the player is expected to roleplay this trait accordingly, ensuring they are the last into an engagement and hesitant to enter scary situations. There is only a single rank in this trait, which grants 3 points. A character who is a Chicken may not also possess the Exceedingly Cool trait.

Depression - Depression is best described as a deep feeling of gloom and unhappiness, categorized by feelings of inadequacy, loss of appetite, and difficulty sleeping. Severe depression can dominate the mind of the sufferer, bringing dark and lonely feelings on a daily basis. Each rank in depression applies a -1 modifier to the Success Die during all CHA-related Skill Tests. In addition, the character is expected to roleplay this trait accordingly.

During character creation, there are 2 available ranks in depression, with each rank granting a point. After character creation, it is possible for depression to go as high as rank 3, at the Director's discretion, on account of experiences or interactions that may worsen it.

Exceedingly Cool - An exceedingly cool character is the embodiment of courage and bravery. This trait raises the maximum of the character's COOL stat by 1, to a maximum of 6. Note that this does not raise the COOL stat's rank, only the maximum rank that may be obtained. In addition, once per game session the character may automatically succeed at a Fear Test without the need to roll. There is only a single rank in this trait, which costs 2 points. A character who is Exceedingly Cool may not also possess the Chicken trait.

Hearing (good or poor) - This trait represents a character's level of hearing, either one that is noticeably better than the human norm or noticeably worse. Each rank in good hearing adds one additional Skill Die success to any Detect roll that is based on hearing. Each rank in poor hearing will apply a -1 modifier to the Success Die during any Detect roll that is based on hearing. There are 2 ranks in good hearing, with each rank costing a point and 2 ranks in poor hearing, with each rank granting a point. A character may not possess both good and poor hearing.

Illness - The character suffers from an illness which, while under control, will require regular medication or treatment. The rank in the illness trait will determine the severity of the illness, with the character specifying one from the following list.

Asthma: (Rank 1) Asthma is a condition which affects the breathing and physical capabilities of its sufferers. The character's maximum DEX value is reduced by 1 and the character may never have more than 1 Hope Point in the Body category. The character needs daily medication.

Migraines: (Rank 1) Migraines are severe headaches that can strike at any time (Director's discretion). When they occur the character suffers -2 CONC and DEX (down to a minimum of 0) for the duration. Medication may allow this to pass quickly.

Diabetes: (Rank 2) Diabetes is an illness related to the body's inability to create insulin and correctly control blood sugar levels. Diabetes is usually kept under control by regularly administered medication, but even then bouts can occur if the player mismanages their diet. If the character has an attack they suffer -2 STR, DEX and CONC (down to a minimum of 0) until medication is administered.

Epilepsy: (Rank 2) Epilepsy is a photosensitive illness triggered by rapidly changing or blinking light sources and can cause blackouts and uncontrollable fits. Epilepsy is usually kept under control by constant medication, but even then bouts can occur at the Director's discretion. If the character has an attack, they are considered incapacitated and at the Director's mercy until the attack passes or sufficient medication is administered.

Cancer: (Rank 3) Cancer is caused by abnormal cell growth, resulting in the cells replicating uncontrollably. In the game, there is no cure for cancer, but medication and a healthy lifestyle can slow the process, buying the character many years. The character's maximum STR and DEX values are reduced by 1. Additionally, those statistics are reduced by 1 every 2 years, with this rate increasing as dramatically as the Director sees fit, based on the lifestyle choices of the character. If cancer causes either stat to drop below 0, the character is killed by the illness.

Hemophilia: (Rank 3) A genetic disorder which prevents the subject's blood from clotting especially when they receive any cuts or wounds. Given the prominence of violence since Judgment Day, this has become a particularly deadly illness. Any character with the bleeding condition loses 2 Hit Points every 20 minutes rather than 1. The character needs daily medication.

DIRECTOR'S NOTE: The Director is free to allow any illnesses not represented in this list and should work with the player to determine the effects of that illness should medication not be used correctly. There are 3 ranks in illness, with each rank granting a point. A character may take multiple illness traits.

It should be made clear that at certain points in time (including post 2029), obtaining or making certain medicines can be extremely hard, making all illnesses potentially life threatening.

Known by Skynet - The character has had a previous direct encounter with Terminators or other Skynet machinery which has resulted in their facial profile being stored. As a result, the character is easily recognized as a Resistance member by Skynet constructs regardless of where in time they are encountered. Depending on the character's role, this may also lead to them being considered a primary target for Skynet. The character will always be the first to be targeted by any Terminator the group encounters during a game session. In addition, taking this trait should be considered a death mark to be used by the Director. Be warned, being known by Skynet will almost certainly pile the odds against you. There is only a single rank in this trait, which grants 3 points.

Looks (attractive or unattractive) - Looks is a measure of a character's physical appearance, suggesting that they are either noticeably attractive or considerably unattractive. Each rank in attractive adds one additional Skill Die success to any CHA-related Skill Test that would be influenced by others being attracted to them, most commonly when using the Seduction skill. Each rank in unattractive will apply a -1 modifier to the Success Die during any CHA-related Skill Test that would be influenced by the character's physical appearance. The Director gets the final say on when these modifiers would apply. There are 2 ranks in attractive, with each rank costing a point and 2 ranks in unattractive, with each rank granting a point. A character may not possess both attractive and unattractive.

Natural Aptitude: Skill - The character presents a level of exceptional ability in a particular field. Once per game session this trait allows a reroll on a failed Skill Test where the skill is covered by the Natural Aptitude. This reroll is in addition to any other rerolls or effects. A character may only have at most, a single Natural Aptitude: Skill trait. Any skill can be chosen for the Natural Aptitude: Skill except for weapon or combat skills.

Natural Aptitude: Stat - The character surpasses the normal potential of their selected role in one particular area. This trait raises the maximum

of a single stat by 1, to a maximum of 6. Note that this does not raise that stat's rank, only the maximum rank that may be obtained. A character may not obtain this newly increased stat rank during character creation. COOL and FATE may not be increased by this trait. There is only a single rank in this trait, which costs 3 points. A character may only have, at most, a single Natural Aptitude: Stat trait.

Pacifist - A pacifist does not believe in violence and will actively shy away from violent situations. Wherever possible, the character will search for a peaceful resolution to any situation and will be hesitant to commit violent acts. The character will never roll for initiative in combat and instead is considered to have the lowest initiative of all combatants. Additionally, any acts of violence should be followed by feelings of guilt and internal conflict. There is only a single rank in this trait, which grants 3 points.

Phobia - A phobia is an irrational fear of a particular stimulus. Phobias can relate to literally anything, from spiders to pencils, from height to buttons. The exact phobia must be specified. Players are free to choose any phobia they like, though the Director must approve the choice to avoid players deliberately picking phobias to a stimulus that they are never likely to come across. Having rank 1 in a phobia increases the Fear Rating of the current situation by 2 when the phobia's stimulus is present. The Fear Rating is increased by an additional 1 for every additional rank in the phobia trait. In addition, the character immediately loses 1 Willpower each time they come face to face with the relevant stimulus (regardless of phobia rank). There are 3 ranks in phobia, with each rank granting a point. A character may take multiple phobia traits.

Psychosis - Psychosis is a severe mental illness which represents the character's view of reality and reasoning to be impaired. There are many forms of psychosis, but those acknowledged here as traits are:

Sociopathy: Categorized by a distinct lack of interest or awareness in others' emotional state. A sociopath struggles to connect with others and generally shows a significant lack of empathy. A character with sociopathy requires an excellent margin of success to succeed during any CHA-related Skill Tests. In addition, the character will be unable to

identify the emotional states of others through a Detect roll and will consider torture their go-to interrogation technique.

Delusions: The character believes in something that is not true. This could be anything from believing they are themselves a machine to them really being the deity of a lost race. The character must Freeze (act last in each round of combat) while they talk, ramble and embellish, or Flee in fear of their delusion. The Director is the final arbiter of which effect and how regularly this comes into play.

Dissociative Identity Disorder: DID is a potentially frightening disorder whereby the subject's mind is fragmented into more than one unique personality. The sufferer may flip between these personalities when triggered, or at random intervals, suddenly acting and even sounding like an entirely different person. The Director may create an alternative personality for you, along with its own traits, beliefs, psychological and physiological attributes. At least once per gaming session, or as often as the Director decides, the player must switch character for a period of at least 10 minutes. This could entail anything from suddenly believing they are a pacifistic weakling, to thinking they are a member of an entirely different race. The Director may wish to create a character sheet for this personality, ignoring all normal requirements for character creation. If the rank in DID is ever increased, the Director may increase the regularity of appearances, or create an additional personality which must also be experienced for at least 10 minutes per session.

Paranoia: The constant feeling that everyone is against you, blames you, or is out to get you. A paranoid subject will usually think the worst, struggle to maintain relationships, and be constantly on edge. A character with paranoia applies a -1 modifier to the Success Die on all CHA, COOL and CONC-related Skill Tests whenever the illness is affecting them. At least once per gaming session, or as often as the Director decides, the player must apply the effects of paranoia for a period of at least 10 minutes. If the character's rank in paranoia is ever increased, the effects become constant.

Schizophrenia: The character struggles to separate thoughts and feelings from external reality, resulting in them thinking they are hearing voices that tell them to do things or that

they are being controlled by an unseen force. A character with schizophrenia requires an excellent margin of success to succeed during any CONC-related Skill Tests.

In addition, the Director may, once per session, provide the player with a piece of information which they feel they must act upon regardless of the current circumstances. The Director is free to use this idea as they best see fit.

DIRECTOR'S NOTE: Psychosis can be confusing and life threatening, both to the sufferer and those around them and the Director should ensure this fact is known; more so than any other traits, the chosen psychosis should be roleplayed accordingly.

There is only one rank in psychosis available during character creation, which grants 2 points. After character creation, it is possible for a psychosis to be increased by up to another two ranks, with the Director giving extra ranks for traumatic experiences or extreme behaviors that feed the illness. Gaining an additional rank in a psychosis increases the severity of the illness, which should be portrayed through roleplaying, though the Director is free to hinder the player in any way they see fit. If any psychosis is increased by more than one rank, the character sheet must be handed to the Director and the character is considered no longer playable. A character may take multiple psychosis traits if they wish.

Sterile - The character is sterile and unable to produce children. Where the survival of the human race is concerned, this poses a significant issue. There is only a single rank in this trait, which grants 1 point.

Vision (good or poor) - This trait is a measure of a character's sight, representing either exceptionally good or noticeably poor eyesight. Each rank in good vision adds one additional Skill Die success to any Detect roll that is based on sight. Each rank in poor vision will apply a -1 modifier to the Success Die during any Detect roll that is based on vision. In addition, rank of 2 in poor vision requires glasses or other visual assistance. There are 2 ranks in good vision, with each rank costing a point and 2 ranks in poor vision, with each rank granting a point. A character may not possess both good and poor vision.

All traits should be recorded on your character sheet. Any unspent points earned from taking traits are lost.

6 - FIGURED STATS

There are several figured Stats which will now need to be calculated:

HIT POINTS

Hit Points are a measure of how much physical damage a character can sustain. A character starts with their maximum Hit Points. These may be reduced through taking damage and gained through healing, resting, or the use of drugs.

A character's maximum Hit Points are equal to their Strength (STR) stat +15.

A character's maximum Hit Points are recorded on the character sheet in the designated box, to the right of the '/'. The space on the left is updated each time the character suffers damage in order to keep track of how far their Hit Points have drifted from their maximum value.

EXAMPLE: Greg Hammond, a Resistance scout, has a STR stat of 3, which is added to the default value of 15. His starting Hit Points will be 18.

WILLPOWER

Willpower is a measure of mental strength and a character's ability to remain in control under the crippling weight of fear. A character starts with their maximum Willpower. This may be reduced through coming face to face with the reality of Skynet's machines or through various encounters during the game.

A character's maximum Willpower is equal to their Cool (COOL) stat +15. A character's maximum Willpower is recorded on the character sheet in the designated box, to the right of the '/'. As with Hit Points, the space on the left is updated each time the character loses any Willpower in order to keep track of how far the value has drifted from its maximum value.

EXAMPLE : Tariq Khan, a Resistance historian, has a COOL value of 2 which is added to the default value of 15. His starting Willpower is therefore 17.

MOVEMENT

Movement is a measure of how far a character can move on foot during a single Combat Round, as well as being a representative value of speed when compared side by side with other characters. Distance is calculated in meters,

giving players a recognizable measurement to work with when visualizing different scenes. A character's Closing and Rushing speeds show exactly how many meters they may move during a single Combat Round. Closing speed represents a character edging forwards as they shoot or strike, whereas a character's Rushing speed represents them running, diving or moving under the duress of a combat situation.

IMPORTANT: A character's Movement speeds are equal to Closing: 2 Rushing: 5

In addition, a character's Rushing speed is increased by 1 for every 2 ranks they have in the Athletics skill (round down).

Terminators, as well as certain animals, may have closing or rushing speeds far greater (or lower) than the human norms.

ENCUMBRANCE

A character can only carry a certain amount of gear before it simply becomes too heavy, and they begin to struggle.

To represent encumbrance during the game, all items have a Weight Factor. Many items will have a Weight Factor of 0, meaning they do not weigh enough to be of any significance to the owner, though a Director should always use their judgment to ensure that players do not try to exploit the system (while a single pen carries a Weight Factor of 0, carrying 10,000 pens does not).

A character's encumbrance is equal to Two plus the characters STR score plus their ranks in the Endurance Skill. This is the amount the character can carry without issue. The character can carry up to double this amount though they will be encumbered. Encumbered characters have their Rushing movement speed reduced by 2 and may find Skill Tests are more difficult while hefting so much weight. See Combat page 58.

Players should be aware that if any in-game effects cause a character's STR stat to drop, their Encumbrance Value will be immediately adjusted too. Record the Encumbrance Value to the right of the '/', in the relevant box on the character sheet, using the left space to keep a tally of the total Weight Factor a character is carrying.

INJURED LIMBS & ENCUMBRANCE

If a character has a wounded arm or leg the Director may rule that their Encumbrance value decreases as if their strength had been reduced by 1 or rule that some items are just too bulky to be moved while injured.

INITIATIVE BONUS

Initiative is a character’s ability to move deftly without distraction in a purposeful way. It is recorded as a bonus on the character sheet and covered as a part of combat on page 58.

A character’s Initiative Bonus is equal to the characters DEX score plus their CONC score plus their Ranks in the Tactics Skill.

This value is used during combat when determining the character’s Initiative Value. Due to the listed Resistance Ability, Scout characters always add 1 to their Initiative Bonus.

FIGURED STATS

FIGURED STATS	BASELINE	ADD
Hit Points	15	STR
Willpower	15	COOL
Movement (Closing)	2	-
Movement (Rushing)	5	Athletics Ranks/2 (round down).
Encumbrance	2	STR + Endurance Ranks.
Initiative		DEX + CONC + Tactics Ranks.

7 - FINISHING TOUCHES

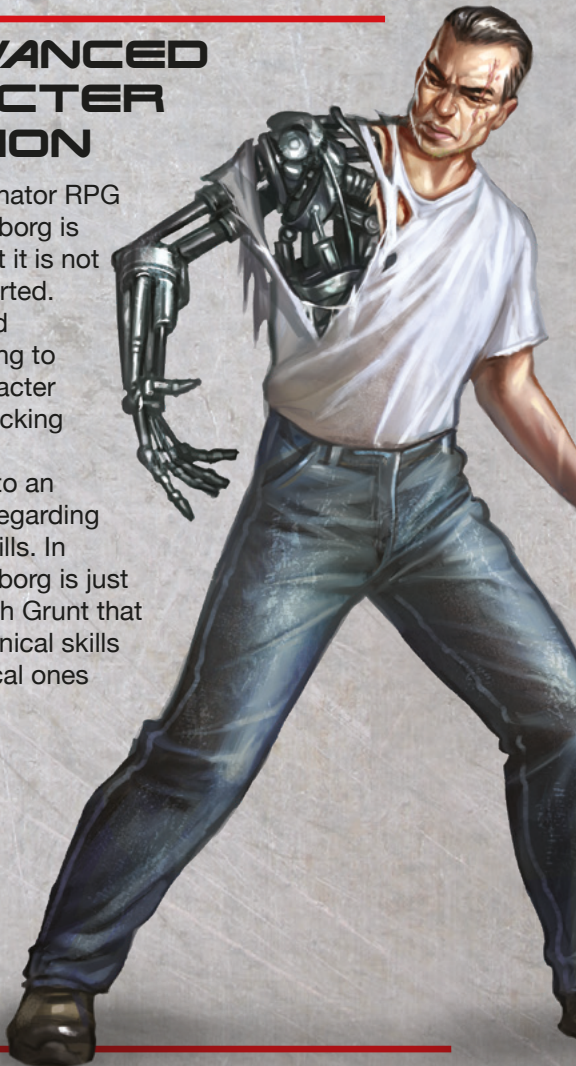
Character creation is concluded by investing a little time into working out the name, details, personality and background of your character. This should include what makes them tick, their gender or how they identify, their sexuality, how they survived and made it into hiding with the Resistance, their personal agendas, appearance and any side storylines that may come from the high ranked traits that you may have selected for your character. There are absolutely no limits when it comes to deciding who you are, so go wild.

A synopsis of the character’s background should be recorded in the space provided on the character sheet, for the Director to review during the game session.

Additionally, players should briefly discuss with the Director, any clothing, equipment or items that their character possesses. While physical items cannot be taken through time, the game session may (in part, at least) take place in 2029 or later, and as such the characters will have the basic equipment required to survive and perform their roles. Character creation is now complete. Time to save humanity!

8 - ADVANCED CHARACTER CREATION

In the basic Terminator RPG rules playing a Cyborg is not prohibited, but it is not specifically supported. It is recommended that players seeking to play unusual character types start by checking with their Director and then coming to an accommodation regarding their Stats and Skills. In many cases, a Cyborg is just a particularly tough Grunt that needs to use technical skills as much as medical ones to heal wounds.



CYBORGS

"Machines need love too!"

- Ginger Ventura

The following optional rules are available for players looking to play a Cyborg instead of a human. The Director may require any or all of these rules to come into effect.

Learning To Run - While physically capable Cyborgs are often emotionally challenged. Some of this is from PTSD, some from a lack of human interaction, some because nobody read bedtime stories to the assassination machine while it was being fabricated. Suffice to say when performing physical tasks, the Skill bonus of the Cyborg is increased by 2 but when performing most social interactions the Skill bonus is decreased by 2.

All Hope Is Gone - While Cyborgs may indeed be fated to excel, they do not benefit from Hope. The cyborg increases their Fate by 2 but never accrues nor uses hope at any point. The metaphysical ramifications of living without hope are for the Director and player to roleplay.

Unstoppable - Many Cyborgs are simply immune to pain. Whether this is a deliberate calculation, or a tragic side effect is up to the player, but it means that the player is never aware of having taken damage. The Director records all damage and only reveals this when they suffer an injury or take steps to check themselves. The Director may choose to grant the Cyborg extra hit points or armor, but this is up to the Director.

FATED CHARACTERS

Some characters wind up in the crosshairs of a Terminator for reasons outside anything they have done, yet. These targets are, according to Skynet, lynchpins of the Resistance and worthy of termination. Whether this turns out to be true is down to the actions of the player, Skynet has been wrong before! Regardless of their success or failure these Era Native characters are known as the Fated.

Fated characters are optional and some Directors may prefer such characters to be NPCs rather than players. Indeed many non-Resistance characters might be served with one of the other regular roles. For instance a detective might well be a strategist.

CREATING FATED CHARACTERS

All Fated Characters are unforged by the war against the machines and so have attribute maximums of 5 for all Attributes. All Fated character have the following Initial Stats:

INITIAL STATS: FATED			
STR	DEX	KNOW	CONC
0	0	0	0
CHA	COOL	FATE	
1	1	3	

ROLE SKILLS	
Detect	Drive: (one type)
Leadership	Persuasion
+ 1 Skill (your choice)	

FATED

Any time a Fated character uses fate in a scene they can, as soon as they catch their breath, roll 1d10. If the result is greater than double their current Fate they gain a point of Fate. If their Fate is 0 they gain a point of fate without requiring a roll. 0x0 is easy to beat on 1d10.

Characters with Fated are automatically 'Known to Skynet' and so cannot take this Trait.

Fated characters are not a standard option, many have a particular drive allowing them to dive into a regular role in quick order.

EXAMPLE: Sarah Connor is the perfect example of this. In 14 years she has forged herself into an epic combination of Grunt and Scout, becoming one of the most dangerous human beings on the planet.

RULES & MECHANICS

The following section details all the rules and mechanics associated with running a game of Terminator. The system has been designed to provide a streamlined, cinematic gaming experience for everyone playing the game, however there is one golden rule that the Director should observe at all times: If any concept, rule, mechanic or test explained in this chapter would otherwise break the flow of the game, it should be ignored. Terminator is first and foremost a 'roleplaying' game and wherever possible players should roleplay their way through a game session. The following rules simply provide a benchmark for success and failure.

SKILL TESTS

The most common test made during a game is the Skill Test. Skill Tests are used to determine the success (or failure) of actions being undertaken during the game; everything from sneaking through a scene unnoticed to separating the facts from the lies can be determined by a Skill Test. There are three main types of Skill Test: Active, Passive, and Extended.

ACTIVE SKILL TESTS

Active Skill Tests are the most common Skill Test used in play. It requires the player to roll a pool of dice and compare their values, against a Director set target number. The number of successes will reflect the degree of the overall success or failure of the roll.

SKILL TEST DIFFICULTY AND TARGET NUMBERS

The first step of an Active Skill Test is for the Director to determine how difficult the test should be. The difficulty of a task will determine the target number for the test. Generally, this is a range between 5 and 16, but occasionally this might be even higher than that. Directors can set the target number to anything they wish, though in general we recommend using one of the following six categories: Mundane (4), Simple (5), Challenging (8), Complex (11), Strenuous (14), and Insane (16).

Each of these refers to a target number found in the Skill Test Difficulty Table but is otherwise described below.

It is up to the Director to assign a difficulty to any Skill Test that may need to be made. While the Director is free to make any task the difficulty of their choosing, the following summaries should be used as guidance:

Mundane tasks: A mundane task is one that is performed easily, even under duress. This might include opening doors, hopping over a low wall, climbing over a table etc. These events should never require a Skill Test and can be performed by all but the most injured of characters.

Simple tasks: Simple tasks including completing documents correctly, basic computer work, light maintenance and communicating with a stranger. These tasks should be considered second nature to anyone not under any level of duress.

Challenging tasks: Such tasks require thought and while specific training is not always needed, those without the required skills may find themselves struggling. Challenging Skill Tests include haggling with gang members, interrogating people or spotting someone lurking in a dark alley.

Complex tasks: A complex task is one that requires specific training or an awful lot of sheer luck. Technical repairs, basic paramedical treatment, swimming long distances or communicating at the highest levels in a foreign language should all be considered Complex rolls.

Strenuous tasks: Strenuous tasks require advanced training and experience, including forming complex tactical military plans, piloting a helicopter in extreme weather or performing life-saving surgery.

Insane tasks: Generally the most difficult tests receive Insane difficulty. Sometimes a Complex or Strenuous test is increased to this level due to the amount of pressure or stress a character is under, or maybe the task at hand puts the character's life in the balance. This might include disarming a bomb with only a few seconds to spare or not giving in to extreme torture techniques. Many players may find that their character's stats and skills make achieving an Insane Skill Test entirely impossible.

SKILL TEST DIFFICULTY TABLE

DIFFICULTY	TARGET NUMBER
Mundane	4 or less
Simple	5
Challenging	8
Complex	11
Strenuous	14
Insane	16

INCREASING DIFFICULTIES

The Director should feel free to increase the difficulty of a roll if it makes sense for the situation at hand, such as when a character is suffering the effects of Fear, is performing non-combat tasks during a firefight or trying to do anything with your left hand if you're right-handed. Difficulty increases like this can make success very difficult, as such the Director should be careful not to hinder players too much throughout game sessions.



OPTIONAL RULES:

INSUFFICIENT TRAINING: It's quite possible that a character might not have enough experience at a task to realistically succeed. Should the GM wish they can increase difficulties for a lack of knowledge.

UNSKILLED CHARACTERS: If a character does not possess the required skill, their Skill Bonus will only be their Stat (see Skill Bonuses on page 54) but a Skill Test can still be attempted. Depending on how technical the task at hand is, the Director should consider whether the difficulty should be increased by one or more steps on account of the character's lack of knowledge.

ADVANCED TASKS: Some tasks are beyond the capacity of the moderately-skilled. We call these, Advanced Tasks. These are specific tasks including anything that requires very specific training, such as stripping and repairing a sports car engine or disarming a bomb. Without the specific training needed such tasks are almost always destined for failure.

Providing the character has a relevant skill rank of 3 or higher Advanced tasks can be undertaken without additional consideration. The Difficulty is assigned as normal, typically at Complex difficulty.

If the character does not possess the skill at the required rank, then the task may be undertaken but at a significant penalty. Commonly increasing the difficulty from Complex to Strenuous or even Insane. In this way, many Advanced Tasks will not be possible for those without training, unless they have a significant rank in the relevant stat. An example of applicable Advanced Tasks is given alongside the description of each skill in the "Character Creation" chapter of this book.

MAKING ACTIVE SKILL TESTS

Every Skill Test uses a dice pool made up of two types of die. These are the Success Die and a number of Skill Dice. These dice are rolled against the Target Number to determine how well the Skill Test went for your character.

Success Die: The Success Die is the most important dice in your dice pool. It must be easily identifiable. We recommend using a different color to all other dice used (perhaps a gold or red die) or having a single metal die. The Success Die represents the core result for

the test being made. Did you pass? Did you fail? If the die total, after any modification, is equal to or greater than the target number for this roll, then the roll is a success. If the total is less than the target number, the roll is a failure. A player will always roll one Success Die (1d10).

Skill Dice: The remainder of the dice pool are Skill Dice. These dice are used to determine the margin of success of any Skill Test. They are rolled at the same time as the success dice, against the same Target Number as the Success die and at most, a player will be required to roll five Skill Dice (5d10) for a total pool of six dice (6d10).

When rolling an Active Skill Test, the player rolls the Success Die plus a number of Skill Dice equal to the rank they have in the relevant skill plus one. Each die is considered independently – do not add the values together. A player will always roll at least one Skill Die (1d10).

EXAMPLES:

1: A character is making a Detect roll and has the Detect skill at rank 2. The player will roll a total of four dice – the Success Die and three Skill Dice.

2: A character is making a Detect roll and doesn't have the Detect skill. The player will roll a total of two dice – the Success Die and one Skill Die.

THE SKILL BONUS

Once the dice pool is rolled the character's Skill Bonus is added to each dice. A Skill Bonus is equal to the ranks of the Skill being tested and the rating of the Stat tied to that skill. All skills have such a stat, which will apply to the use of that skill more often than not. Should the director decide for any particular case they want to use an alternative stat this should be communicated prior to rolling the dice. If the Success dice plus the Skill Bonus is equal or higher than the difficulty, then the Skill Test is a success.

EXAMPLE: After rolling the Success Die and three Skill Dice. The character making a Detect roll adds their Skill (2) and their Concentration (3) to each of the dice.

They rolled a 6 on their success dice and straight 9's for their skill dice. The difficulty of the test is an 11 and given that $6+2+3=11$ The test is a success.

SPECIAL SKILL MODIFIERS

At any point the Director can grant a bonus to a PC, all the Director has to do is modulate the Difficulty and call it done but players often prefer to govern their own fates and seek out elements that bolster their chances. There are two main mechanisms for this, Preparation and Technology.

Preparation: A player that chooses to spend a round preparing to make a Skill Test can, with the Director's discretion, gain one of the following benefits. The player can choose to gain either +1 to their success die result or 1 extra skill dice success. If the Skill dice success is chosen, then after rolling, the player simply takes one additional skill dice and places it on a 10. A character can prepare for as many rounds as they have levels in a skill and the player can choose which of the effects they want to use for each and every round they prepare.

Preparation is entirely situationally dependent, and a Director may rule that you lose preparation if any of the following occur:

- The preparing character is forced to relocate for any reason.
- The preparing character suffers the loss of 3 or more Hit Points in a single Combat Round.
- The preparing character performs a different action other than the one they are preparing for.

Technology: Depending on the technology at hand, the player making the Skill Test may have the option using one or more of the following Special rules. Depending on the technology, the player might be required to expend Ammo or Uses on the task. Ammo is used for weapons while Uses is a simplified designator for disposable parts of all stripes.

When using Technology, if there is an Ammo or Uses requirement it must be spent at the time using the technology is declared.

- The Burst Fire or Superior Rule – When rolling a skill check, a player may declare they will be using the Burst Fire or Superior rule. If they do this, after rolling, the player may reroll the Success Die.
- The Full-Auto or Superb Rule – When rolling a skill check, a player may declare they will be using the Full-Auto or Superb rule. If they do this, after rolling, the player may reroll any dice in the dice pool.

→ The Suppressive Fire or Sublime Rule – When rolling a skill check, a player may declare they will be using the Suppressive fire or Sublime rule. If they do this, after rolling, the player may reroll any dice in the dice pool. In addition to this the player gains 2 automatic skill dice successes on top of any that are rolled.

OPTIONAL RULES:

HARD MODE: Tables wanting an experience where the game is more desperate, with failure more of a constant threat should consider using the Hard mode optional rule. When playing on Hard mode the Skill Bonus is only the Stat of the character. This makes high skill characters as prone to missteps as their less well-trained counterparts and consequently means that Skill Tests are liable to have more variety in the number of successes rolled.

ANY GIVEN SUNDAY: Some tables might want to have a more High-action vibe to their play and might decide to use the Any Given Sunday optional rule. When using “Any Given Sunday” Once the dice pool has been rolled, if any of the dice have rolled a 10, that die is considered to have rolled a 1 and the Success die is considered to have rolled that 10. This new result is compared to the test difficulty as if it had been the original roll.

MARGIN OF SUCCESS/FAILURE

While the success dice is the ultimate arbiter of success or failure, it is the skill dice that determine the real ramifications of the Skill Test. Significant success or failure can present the Director with the opportunity to progress a story, throw a spanner in the works or even award a Hope Point.

Serious Failure: A serious failure is achieved when the entire dice pool fails to score a single success. In addition to the character failing to achieve their aims, the Director should consider this failure an opportunity to hinder the character or their squad. This might lead to injury, the collapse of stable relationships or destruction of valued property. A serious failure is also a suitable opportunity for highly skilled Operatives to learn a valuable lesson. As such, the Director may choose to award a Hope Point when any serious failure involving four or more Skill Dice occurs.

Failure: A failure means that the Skill Test does not achieve its stated goal. While there can be occasional fallout from the failure this is seldom in addition to that caused directly by the failure.

A Messy Success: A messy success is a success in so far as you got what you initially wanted but perhaps at a cost you didn't expect. Maybe you wound up wasting some ammo, dropped a tool or perhaps a civilian got hurt. The director shouldn't be too harsh in penalizing the character unless they're acting with wanton negligence and in the case of an extended test may decide that the delay is penalty enough.

A Solid Success: A solid success will often herald no additional benefits, though a particularly generous Director may grant some additional information, allow players to notice additional clues or provide a small discount when haggling. Most importantly there's little to no additional collateral damage.

An Exceptional Success: Results of this level will stand out, revealing small details that lead to great reward, making new contacts or achieving something that would earn you some influence.

An Incredible Success: Incredible results provide an outcome with significant impact. Successes of this level may save lives that hang in the balance, notice traps designed to kill other characters or allow the characters to outsmart a Terminator.

An Unbelievable Success: Results of this magnitude will save the lives of many, earn you a reputation within the Resistance and drastically alter a scene's potential outcomes. Unbelievable success should be rewarded accordingly, either with a Hope Point or through information that makes a real difference to the character and their squad.

In all cases the Director is the final adjudicator of any bonus or punishment that occurs from a margin of success or serious failure. For the most part these exceptional results should be used to advance the game session forward or spin the players in a new direction as a vehicle for the storytelling aspect of Terminator. Additional details on Margins of success can be found later in individual rules chapters.

MARGIN OF SUCCESS TABLE

NUMBER OF DICE	EFFECT
Nothing rolls a success.	Serious Failure.
Success Die Fails.	Failure
Success Die Succeeds.	Messy Success.
SD +1 Skill Die.	Solid Success.
SD +2 Skill Dice.	Exceptional Success.
SD +3 Skill Dice.	Incredible Success.
SD +4 Skill Dice (or more).	Unbelievable Success.

EXTENDED SKILL TESTS

An Extended Skill Test is a type of active Skill Test that simulates tasks that might not be achieved in a single combat round. In addition to the usual target number, the test will have a timeframe that indicates the number of rounds, minutes, hours or days. Once this timeframe has expired and the character has spent that time engaging in the task the character can attempt the task again. Unlike a regular Active Skill Test, the target number is not the only hurdle. Each task will have a number of successes that will need to be reached with the task concluding when that number is achieved.

EXAMPLE: While taking fire from an advancing Terminator a locksmith desperately tries to open a security door. The door lock would be a Simple one normally, but would take time to pick. After assigning Difficulty the GM informs the locksmith that three successes will be needed to open the door and that he can roll every round. If the locksmith has a skill of 2 this is do-able in one round should the dice feel obedient, but there is a risk that if this is not the case the Terminator will get another shot in.

Extended tests: How many successes is enough? The Director will need to use their judgment as to how many successes they think a task will need but a good guideline is that if a task isn't under immediate pressure, then don't bother. It's only when characters are on the clock that extended tests make sense. An extended test should be equal to two to four when there's a small risk. Ideally equal to the

characters total dice pool. This can be doubled for a serious risk or increased to three times this for a high risk/high reward action. Don't overuse these tests but use them the way a film director might use a high stakes scene. Most importantly make sure other characters have something they need to deal with too!

WORKING AS A TEAM

When multiple characters are attempting to work together to achieve a shared goal there are two approaches a Director can use depending on whether one or more characters needs the help of the others or whether a primary character is gaining the help of the other characters.

Determining which to use depends on the moment. Do you want to emphasize the expertise of a lead character? Or do you want to emphasize the risk of an underskilled, but necessary, character getting in the way? Ultimately the question is mechanically answered by who the Director calls on to make the Skill Test.

There are three roles in a Teamwork test; lead, assistant, and actor. The lead is the character with the highest Skill Bonus in the skill test being called for, their competence is well known and, like it or not, they are looked to for guidance. An assistant is a character who is involved but not actually making the test. Assistants grant bonuses depending on skill ranks and the nature of the test. The Actor is the character that makes the Skill Test.

EMPHASIZING AWESOME!

When emphasizing awesome, the lead becomes the actor. They can manage assistants equal to their CHA stat or ranks in Leadership, with assistants over this number providing no benefit. For every assistant with skill ranks of 3 or higher in the skill being tested, the lead gets a +2 bonus to their Success Dice. Every other Assistant with ranks in the skill grants a +1.

Directors should expect this test to pass every time. When combined with decent gear it's hard to fail. This is less about passing the test and more about rewarding a skill that hasn't received much "screen time" and giving a character that might feel neglected a moment in the sun.

EMPHASIZING RISK

When emphasizing risk, the lead is not the actor, but instead performs a supporting role. The Director will call for them to make a Skill test in an ancillary skill. This skill could be anything the Director feels is relevant so long as the skill is not the one being called. Any Successes rolled on this test becomes a Modifier that is granted to the actor. Only one PC can assist. A PC with Leadership, can, so long as they are able to communicate freely, assist both parties giving each a modifier equal to half their ranks in Leadership rounded down. This represents them bringing out the best in both of their colleagues.

This sort of test is a lot more likely to fail. It should be used to promote dramatic moments where the party is acting in unison. By emphasizing weaker skills, multiple characters are put in a position where their weaknesses must be addressed. As Director you should emphasize the risk at play and play this as a tense scene.

PASSIVE SKILL TESTS

Passive Skill Tests aren't a roll of the dice but more a sense check of the character's capabilities versus the complexity of the task at hand. If the difficulty assigned to the test is Mundane (see "Skill Test Difficulty and Target Numbers") then the task is usually considered to be a success without the need to roll any dice. Rolls up to a difficulty of Complex may also be passed automatically so long as the character has a suitable level of capability and is not under duress, in combat or facing significant other distraction. Passive tests are always considered to be Solid successes, but margin of success is not considered for any further purpose.

When considering capability the skill and its connected Stat are compared to the table below if the character has Stat or skill ranks equal or greater than that listed next to the test's difficulty then the character passes the test.

PASSIVE SKILL TEST TABLE

TEST DIFFICULTY	SKILL RANKS	STAT RANKS
Mundane [4 and under]	0	0
Simple [5]	1	3
Challenging [8]	2	4
Complex [11]	3	5
Strenuous [14]	n/a	
Insane [16]	n/a	

RESISTANCE TESTS

Occasionally a character is forced to resist an effect. This might be anything from a Toxin's infection rating (see page 83) to Fear itself (see page 85). The mechanism for these is very simple. The character resisting the effect will roll their success die and add a Stat. If this is equal to or higher than the rating the character avoids being impacted. If the Resistance test fails the character will be impacted and will likely face damage, temporary Stat loss, skill test penalties or other ill effects.

RESISTANCE TEST TABLE

STAT	COMMON RESISTANCE TESTS
STR	Disease and Chemical weapons (page 83).
COOL	Fear (page 85).

FATE

All characters have a FATE stat. FATE is used throughout game sessions to tip the balance on more complex tasks or those Skill Tests that would otherwise be impossible to achieve. Unlike other stats, FATE is not a static value and instead represents a number of points that can be spent during the game. The character sheet has space for two values separated by '/'; the number to the right of the slash represents the stat maximum, whereas the number to the left of the slash represents the current amount of unspent FATE. Therefore, if the character sheet was showing 'FATE: 3 / 4', this would represent that a character has 3 points left of their maximum of 4 FATE.

A character may spend FATE points during their own active Skill Tests or on Resistance Tests. One point of FATE, spent after a roll has been made, allows one of the following:

- Reroll the Success Die.
- Reroll any or all of the Skill Dice.
- Add a +1 modifier to a Skill Test's dice pool, per point of FATE spent.
- Add a +1 modifier to the Resistance Test, per point of FATE spent.

FATE is always the last word on a Test. If you have other rerolls these must be done prior to spending FATE. You must make the decision about how much FATE you want to spend at this point. You can use as much FATE as you like but must make that as a single decision and declare how each point will be used before rolling any further dice. Once the dice are rerolled, regardless of the result, the Test is adjudicated.

FATE replenishes itself back to the stat maximum during downtime between game sessions. See *After the Fight* on page 100.

EXAMPLE: Tara Renata, a member of the Resistance, is trying to rally her team members. The Director decides that this requires a Leadership Skill Test against a difficulty of 11. Renata has a Leadership skill of 1 and a CHA stat of 2. The dice are rolled, giving totals of:

- $6+3 = 9$ (Success Die)
- $6+3 = 9$ (Skill Die)
- $7+3 = 10$ (Skill Die)

The result is a failure, which would result in her teammates possibly fleeing the scene. Renata also has a FATE stat of 3 and has not spent any yet this game session so decides to go ahead and spend 2 points of FATE to alter the result on the Success Die to 11, changing the failure into a messy success.

COMBAT

Life in 2029 is dangerous. A life in hiding from the machines of Skynet is one filled with brutality, danger and death. For those Resistance fighters who are selected to travel through time, the potential dangers are even greater. Due to the violence that the Resistance faces, it has become commonplace for humans to be able to defend themselves, through some level of training in the use of firearms or hand weapons. Inevitably, everyone will come face to face with a Terminator at some point and survival will come down to one of two things...being able to fight or being able to run.

It is very easy for players (and Directors) to be blinded by the opportunity to turn Terminator into a gun-fest. Of course, at times, facing Skynet is exactly that, deeply violent and gory, but at its core, combat is more accurately represented as a fight for survival in the dark alleys of an urban landscape. The following section describes the process of running combat scenes in a game of Terminator. The system within has been balanced to provide a streamlined experience with minimal 'math', while still offering enough strategic decision and luck mitigation to keep the 'crunchy gamer' occupied. Lock and load!

INITIATIVE

Before actions are selected during a Combat Round, it is also important to consider the order in which these actions are resolved. This is organized by determining Initiative.

Initiative is a measure of a combatant's reaction speed to dangerous situations and serves to determine the order in which actions are selected and performed. A combatant with a particularly high initiative will be able to analyze the scene quickly, identifying what other participants of the combat are likely to do and react to that, by taking the first action. At the opposite end of the spectrum, a combatant with a low initiative will be slower to react, committing to the first decision that comes to mind and acting after others have already done so.

INITIATIVE BONUS: All character's have an Initiative Bonus equal to their DEX & CONC stats added to their Tactics skill. This value is used during combat when determining Initiative Values and is found on the character sheet.

INITIATIVE VALUE

When combat begins, each combatant calculates their Initiative Value by rolling 1d10 and adding their Initiative Bonus. The total is the combatant's Initiative Value for the combat. Any ties are broken by whichever combatant has the highest rank in the Tactics skill. Should there still be a draw at this point, Detect is similarly consulted with any drawn combatants considered to act simultaneously, selecting and resolving their actions at the same time (when this happens it is suggested that combatants write down their actions and reveal them together, though the Director is free to handle this in whatever way they best see fit).

Once Initiative is determined, all participants in the combat take turns selecting an action for the Combat Round, starting with the lowest Initiative Value. After all combatants have selected an action, these actions are performed in order starting with the highest Initiative Value.

By using this method of initiative, those who are slower to react must declare their intentions first. Those more experienced or quick witted will then react to the decisions made by others, choosing their own actions based on what they now know other combatants are doing.

This reflects those with a higher initiative being better able to respond to the situation at hand. Importantly, Initiative is based on a mix of Dexterity and Concentration meaning that those with a sharp mind receive as much of a bonus as those with sharp reflexes....Initiative is not all about someone's speed.

CHANGING INITIATIVE ORDER

Initiative Values remain in place for subsequent Combat Rounds, with combatants continuing to choose and resolve actions in the specified order until a significant change in situation arises. Most commonly this is when a combatant is added to or removed from the combat. When a new combatant joins the fight, their Initiative Value should be determined at the start of the next Combat Round. Characters that have been removed from combat, whether they have fled or simply lie bleeding on the ground, keep their initiative order until they re-engage at which point, they roll initiative as if they were a new combatant.

Other occurrences can also prompt the Director to request Initiative Values to be recalculated, such as the lights going out or a large explosion that may distract or shock the combatants. This process reflects the combatants adapting to the flow of the conflict and reacting suddenly to the change in situation.

Characters can also attempt to change their Initiative order by holding their current action or by attempting an ambush.

HELD ACTIONS AND INITIATIVE

Characters who wish to hold their action do so at a risk. Firstly the character loses their current initiative score and their current action and rerolls their initiative for the following round. If a character with Tactics 2 or higher does this, they benefit from the Superior rule when rerolling their Initiative. Considering the loss of an action it is rare for a character to want to hold an action unless they are staging an ambush.

AMBUSHES & INITIATIVE

Occasionally a character will want to ambush another. Unlike setting a trap an ambush assumes that the character wishes to be present for the attack. It is of utmost importance that the target is unaware of the ambush for an ambush to work and a lot of things can tip a character off. Firstly, the character might be tactically aware of their surroundings. Secondly, they might notice the attackers as they lie in wait.

The Difficulty of setting an ambush is determined by these factors and the available terrain that can be used for this ambush. Available terrain will usually determine the difficulty of the Tactics Skill Test needed to ambush a target. Usually this is a Difficulty 8 Skill Test made by the character with the highest number of ranks in Tactics as a Teamwork test. If this test is successful then all the characters involved in the ambush gain an initiative bonus for the first round equal to 3+ the number of successes rolled.

MODIFIERS

If any of the following are correct the ambushing party adds a -1 Penalty to their Tactics Skill Test for each that is correct.

- The Target has more ranks in Detect than any member of the ambushing party has in Stealth
- The Target has more ranks in Tactics than any member of the ambushing party has in Tactics

- If any of the following are correct the ambushing party adds +1 Bonus to their Tactics Skill Test for each that is correct.
- The ambushing party has a member with Stealth 2 or more higher than the Target's Detect skill.
- The ambushing party has a member with Tactics 2 or more higher than the Target.
- The ambushing party has 1 or more weapons with a ROF above 1

TRAPS AND INITIATIVE

Traps tend to be immediate affairs activating on the same turn as their triggering condition is met. Should they continue to affect a character they always use the same initiative score as that character.

GOING LAST

There are a few rules that cause characters to automatically act last, ignoring the normal initiative order. These aspects are all discussed later throughout these rules, but where multiple characters are all instructed to act last, the following order applies:

1. Characters leaving hand-to-hand combat with the Break Off action
2. Characters with the pacifist trait
3. Characters who are stunned
4. Characters who are frozen by Fear (Page 86)

If multiple characters meet the same criteria, they will select and perform their actions simultaneously.

EXAMPLE: Initiative: Two Resistance fighters have ended up in a scuffle with a local gang while trying to procure some weapons. All parties roll for Initiative Values, resulting in the following totals:

- Resistance Fighter A – 8
- Resistance Fighter B – 6
- Gang Member A – 7
- Gang Member B – 6

The Combat Round begins by selecting actions in the following order: Gang Member B and Resistance Fighter B declare together (their results are tied, and both have the Detect skill at rank 2), Gang Member A, then Resistance Fighter A. They will play out the Combat Round in reverse order to that in which they selected: Resistance Fighter A, Gang Member A and finally both Resistance Fighter B and Gang Member B acting simultaneously.

OPTIONAL RULES:

Simple Initiative: For tables looking for a simpler less tactical game simply merge declaration and resolution together allowing characters with the best initiative to declare and resolve their action before moving on to the next best initiative score.

Initiative for groups: Sometimes the players will come up against a large number of enemies of the same type that have the same Initiative Bonus, such as an entire gang of youths or (if things got really bad) an entire host of Terminators. When this happens, the Director should feel free to make a single initiative roll for the group of enemies rather than making a large number of separate rolls. In this way, a group of combatants are able to maximize their strengths and move or attack together.

COMBAT ROUNDS & ACTIONS

During regular game play it is not normally a requirement to organize the game into a rigid order of who does what first, as the fluidity of good roleplaying comes from talking that out as a group. However, when in combat, the matter of who shoots first can be the difference between life and death. To represent this, all combat situations are organized into Combat Rounds. During a single Combat Round, each combatant will take a single action from the following list:

- Movement Action (Run, Reposition, Recover, Charge or Break off)
- Prepare (Aim or Observe)
- Attack/Defense (Melee or Ranged)
- Auxiliary Action (covers all non-combat activity: reload a weapon, use a Medical Kit, change weapon, pick up a dropped weapon etc.)

When every participant has completed an action during the Combat Round, a new Combat Round will begin, with all remaining participants selecting a new action. This process repeats until the combat ends. A single Combat Round is considered to last 3 seconds.

FAILED ACTIONS

Occasionally, after declaring an action, but before a combatant gets to act, situations may arise that prevent the chosen action from being performed; this is referred to as a 'failed action'. Examples may include performing a Charge against an opponent who has moved out of range, targeting an opponent who has already been killed, or performing a ranged attack, but being disarmed before you get the chance to fire. In these situations, the combatant may instead perform an Auxiliary action. Alternatively, the combatant may perform a hand-to-hand attack or ranged attack, but with a -2 modifier to all dice during any Skill Tests made in relation to that action. In the case of a failed Charge action, the combatant may instead make a Move action towards the intended target if they wish.

HOPE & ACTIONS

A point of Hope can be used to gain an extra action. This is akin to the director of a film focusing on a character for an extended shot. The character spends hope in the declaration phase of combat and declares all their actions at the same time. They then resolve both actions at the same time.

MOVEMENT

Outside of combat, players and the Director may use the relative Closing and Rushing speeds of each character to determine their relevant speed compared to each other. During combat it becomes more important to track movement more precisely, allowing players to judge the distance between themselves and their enemies, as such the stated Closing and Rushing speeds represent a character's pace of movement under the duress of a combat situation.

Movement during combat is measured in short distances. While people are unlikely to be doing a great deal of walking during a firefight, short dashes to reposition, gain better cover or close the distance to the enemy are often the aspects of combat that turn the tide on the outcome of a battle.

It's important to note that sometimes other factors will impact movement. A character on a moving surface, moves in relative distance along that surface, which itself also moves.

While attacking characters are able to move as a part of performing an attack, at times characters will simply want to move about at a faster pace. To represent this, there is one dedicated Movement action (Run) and two Auxiliary movement actions (Reposition and Charge).

Run (Action): A combatant may move up to their Rushing speed in meters as their action. This represents the combatant dashing at full pace to take cover or move in on the opposition. In addition, it is worth noting that a moving target becomes harder to hit than a stationary one.

Remember that if you are encumbered your Rushing speed is 2 less than normal.

Reposition (Auxiliary Action): Movement up to a character's Closing speed may be performed as a part of a hand-to-hand or ranged attack, though such actions become easier if time is taken to steady a weapon rather than move. Unless a character gives good reason to remain static, or is aiming (page 63) it should always be assumed that if a character has a Tactics skill of 2 or more they will intuitively reposition in combat to seek out cover and concealment (see Cover on page 69). Players might not always have the years of martial experience that their characters do.

Recover (Action): Recover is the also-ran of actions. If for any reason you lose the ability to take an action you are required to take the Recover action on your next turn. Depending on what caused you to lose your action, the Director might let you take an Auxiliary action as well, but this is by no means a given.

Charge (Auxiliary Action): Charging into combat is a risky, but potentially deadly maneuver. The movement will result in both combatants being locked in hand-to-hand combat, but with the added benefit of the charging impact. The downside to such a maneuver is that it can be hard to stop and maintain balance if the strike is unsuccessful.

An attack is considered a charge when a combatant starts their action at least 3m from an opponent and chooses to move up to their Rushing speed, plowing full force into their target. The charging combatant must

have a line of sight to their target at the start of the action. Charging an opponent gives the potential to inflict additional damage, as explained in the “Hand-To-Hand Combat” section.

Run & Charge Actions vs Initiative: As actions are declared in reverse order, it would stand to reason that anyone who has a Charge declared against them by a combatant with a lower Initiative Value, could just choose to move backwards, thus moving out of the range of the incoming attacker. While this may seem like a good option for more fragile characters, turning combat into a ‘chase’, the Director should make it clear that most enemy combatants are not easily fooled. Repeated use of combatants moving backwards to lure charging opponents whilst other squad members shoot or attack them, or to ensure that they can never be reached by the opposition, should be punished; accordingly, leading the retreating character into a dead-end or ambush will help them learn their lesson. The Director’s overall goal is to circumvent silly games of cat and mouse and to provide a more realistic approach to people reacting to the unfolding events of the combat. That said sometimes goading an opponent into a stupid error is part and parcel of melee and the occasional use should be accepted.

RUN? IS THAT ALL I CAN DO?

Not entirely. Firstly Running is an option, not a requirement. As stated under Reposition you can move your closing speed as an Auxiliary action. Secondly while Running constitutes an action in of itself, it’s entirely possible that a character might want to reach an object and attempt to interact with it. Auxiliary actions (see below), such as kicking a door closed, pushing a button or setting off a trap, can probably be achieved in the same action as Running.

The Director might decide that the action requires a Skill Test of some sort and may increase the difficulty due to movement (a +1 difficulty wouldn’t be unfair). Then again, they might just go with it. Characters that have the Tactics skill above 2 will as a part of any movement in combat intuitively seek out cover and concealment (see Cover on page 69).

Break Off (Action): When combatants are locked in hand-to-hand combat they are considered to be engaged. An engaged combatant may

only leave the combat if their opponent(s) are incapacitated or choose to ‘Break Off’. They may not take any other actions, besides attacking or performing a Break Off themselves. When a character chooses to Break Off from an engagement, the combatant is able to move up to their Rushing speed providing the movement does not move them into another hand-to-hand engagement.

ACROBATIC DEFENSE: Characters with the Acrobatics skill should always consider Acrobatic Defense instead of the Break Off Action. (see page 66)

Once the Break Off action is selected, the combatant will automatically move to the end of the initiative queue, acting last in this Combat Round (unless another combatant chooses to Break Off after them). If all combatants involved in a single engagement chose to Break Off then all may leave the combat freely without penalty. A character performing a Break Off may not use any defensive maneuvers during combat this round and becomes easier to hit. Turning your back on an opponent is a dangerous prospect.



PREPARE

Much of the time Combat starts with waiting. A sniper might be aiming at their target, a demolitions expert might be observing the bomb they need to defuse. Preparation is covered under Skill Tests (see page 54) but the most common combat use of Preparation is aiming.

AIMING (ACTION)

Rather than attacking, a combatant may choose to aim with a ranged weapon in order to increase the effectiveness of the eventual shot. While aiming is a no-brainer for snipers who take up position far from the action and patiently watch for the right moment, aiming is also a valid response for combatants closer to the action. Drawing your pistol or rifle on an opponent during a standoff and taking aim can mean all the difference between a glancing blow and a killing head shot.

If a character elects to spend the Combat Round aiming, they must stay stationary with their weapon focused on an opponent. When declaring an aim, the intended target must also be declared. Aiming is possible with any weapon that requires the Pistol or Rifle skill, but other weapons, such as those that require the Support Weapons, Melee weapons, or Throw skills can only take aim with the Director's discretion.

While a combatant may aim for as many rounds as they wish, they may only gain a maximum number of Aim bonuses equal to their rank in the relevant weapon skill. It is possible for a combatant to spend multiple successive rounds aiming before they fire. For this reason players may wish to use tokens, glass beads, or other suitable markers to keep a tally of how many Combat Rounds have been spent aiming.

When the aiming combatant finally decides to fire their weapon, they gain the Preparation rule for their Skill Test. Once they have fired, they will retain this bonus until the target takes an action, during which it is assumed they will seek cover.

EXAMPLE: Butch Raines, a Resistance veteran has his weapon trained on a potential target. Butch has a Rifle skill of 4 due to his long service with the Resistance. He decides to start aiming. Butch may claim up to 4 bonuses over 4 Combat Rounds by selecting the aim action each time. Butch may aim for a 5th, 6th, 7th round etc. but would receive no additional bonus in doing so, though it would allow him to maintain the bonuses he had accrued at that point if he wasn't ready to take the shot. Butch decides to take the shot after he has aimed for 4 rounds, opting to apply a +2 Modifier to the Success Die, as well as gaining two automatic Skill Die successes. BOOM!

CALLED SHOTS

The combat system of Terminator assumes that, where possible, combatants are trying to maim their opponents as quickly as possible. Therefore, characters don't have to call shots when attacking an opponent. Instead, a character, after making an attack, gains the option of using some of their attacks successes to hit a specific part of their enemy. On a vehicle or Terminator, this is called a Weak Spot and is discussed in detail on page 79. For a person or animal, the attacker must roll successes in excess of those needed to hit as detailed below. As a character that aims can gain extra Skill Dice successes, this is often used together.

CALLED SHOTS TABLE

SUCCESSES ROLLED	TARGET OPTION
3	Hit an Arm.
4	Hit an Arm or a Leg.
5+	Headshot!

For the effects of these special locations, see Effects Of A Called Shot (Page 74).

ATTACK & DEFENSE

There are two types of attacks, Hand-to-Hand and Ranged. Each is handled separately though there are many common elements.

HAND-TO-HAND COMBAT

Hand-to-hand combat involves punching, kicking, biting or any other form of inflicting physical harm while locked up closely to an opposing combatant, including the use of knives, swords, clubs and other melee weapons.

Each melee weapon has its own profile, which looks like this:

COMBAT KNIFE			
SKILL	Melee Weapon/Thrown		
DMG	MIN DMG	AD	WEIGHT
1d10-4	1	0	0
RULES			
Thrown Weapon.			

This information gives us everything we need to know about a typical combat knife, including all the numbers needed when making an attack with the weapon:

- Skill:** The skill used when performing attacks with this weapon.
- DMG:** The amount of damage inflicted by a successful attack with this weapon. In this example, the damage inflicted is equal to the roll of 1d10, minus 4. Note: Natural weapons, such as punching or kicking, have DMG values based on the character’s STR stat rather than one determined by a die roll.
- Min DMG:** The minimum amount of damage that the weapon will inflict. In this example, the weapon is therefore capable of inflicting between 1 and 6 damage.
- AD:** The amount of Armor Damage inflicted to the target’s armor. Armor Damage is discussed in greater detail under “Armor”.
- Weight Factor:** The weight of the item.
- Rules:** If the weapon has any special rules they will be noted here.

HAND TO HAND
ATTACKS (ACTION)

When performing a hand-to-hand attack, the combatant may reposition or charge (see page 61), providing they are not already engaged in hand-to-hand combat. This allows them to close a small distance, allowing them to strike. Effectively, every combatant has an area around them equal to their Closing speed that they can attack in hand-to-hand combat without the need to take other actions.

All attacks require an Active Skill Test (see page 52), regardless of the user’s proficiency with a weapon or combat style. The Skill Test is made

as normal against a static target number of 10 to which a range of modifiers may apply, thus any result of 10 or more after adjustment indicates a hit. If you hit, you deal damage (page 73)

HAND-TO-HAND
ATTACK MODIFIERS

The following modifiers are applied to all rolls to hit in hand-to-hand combat. It is possible for multiple modifiers to apply to a single roll. While most modifiers will add to or subtract from the value rolled, some instead add automatic Skill Dice successes to the number of successes.

SITUATION	MODIFIER
Charging a target.	-1 to Success Die and +1 Skill Die success.
Target Ran or Charged you this Combat Round.	-1 to Success Die.
Target uses Combat Defense.	-1 to all dice for each skill rank allocated to defense.
Target uses Acrobatic Defense.	-2 to all dice for each rank of the defender’s Acrobatics skill.
Successfully hit the same target during the last Combat Round.	+1 to Success Die.
Target is performing a Break Off this Combat Round.	+1 to Success Die.
Target is Encumbered	+1 to Success Die.
Attacking with natural weapons (punching, kicking etc.).	+1 to Success Die.
Target is suffering the prone, stunned or immobile condition.	+2 to Success Die.

IMPORTANT: Once engaged in hand-to-hand combat, a combatant may not use ranged weapons. While it may seem possible, the reality of the frenzy of combat means that combatants do not have the capacity to fire a weapon at point blank range. The last opportunity to use a ranged weapon is the round in which the combatant is charged or engaged, representing them getting a final shot off at their attacker, or another target. Alternatively, the charged combatant may opt to consider their declared ranged attack as a ‘failed action’, following the usual rules.

NATURAL WEAPONS

As well as the ability to punch and kick, a number of animals possess natural weapons, such as sharp teeth or claws which may come into play during a game session. Natural weapons all use the Unarmed Combat skill for the purposes of resolving attacks. The Director gets the final say on whether natural weapons can be used. The following list presents the most common natural weapons and attacks, though the Director is free to create others as they see fit. Unlike other weapons, natural weapons have a DMG value based on the STR of the user.

PUNCH/KICK			
DMG	MIN DMG	AD	WEIGHT
STR -2	1	0	n/a

RULES			
Any combatant with a STR of 5 or greater who lands a punch or kick will be capable of knocking over weaker opponents, inflicting the prone condition. Such occurrences are down to the Director's discretion and should be done to create a sense of cinematic action.			

HEADBUTT			
DMG	MIN DMG	AD	WEIGHT
STR -1	1	0	n/a

RULES			
Whenever an attack with a headbutt is successful, the attacker immediately suffers the same amount of damage. Performing a headbutt requires combatants to be extremely close, either as a result of a charge or by pressing up against an opponent.			

ANIMAL TEETH/CLAWS			
DMG	MIN DMG	AD	WEIGHT
STR -1	2	0	n/a

RULES			
Using teeth or tusks requires combatants to be extremely close, either as a result of a charge or by pressing up against an opponent.			

DEFENSIVE MANEUVERS

The biggest potential for modifying an attacker's roll to hit comes from the defender performing a defensive maneuver, either using their agility to dodge, dive and flip out of harm's way, or to use their own weapon proficiency to parry or guard against the oncoming attack.

IMPORTANT: The decision to perform a defensive maneuver must be made before the attacker rolls to hit but does not have to be a part of a declared action. A defender may use either Combat defense or Acrobatic defense during an attack, but not both. Additionally, a combatant may only defend against a single hand-to-hand attack during each Combat Round.

COMBAT DEFENSE (AUXILIARY ACTION)

When fighting in hand to hand, characters often hold back some of their aggression to deal with incoming blows. This is called Combat Defense. Combat Defense can be triggered in one of two ways, reactively and proactively, though they work in a similar fashion.

When used reactively a character can declare Combat Defense allocating any number of ranks of the chosen skill (Melee Weapons or Unarmed Combat) to their defense. Each rank allocated in this way, applies a -1 modifier to all dice being rolled by the attacker and any ranks allocated in this way are not available to the defender during any attack that they perform later during this Combat Round.

When used proactively a character can preemptively allocate any number of ranks of the chosen skill (Melee Weapons or Unarmed Combat) to their defense. Each rank allocated in this way, applies a -1 modifier to all dice being rolled by the attacker but are not included in the character's attack.

Characters performing combat defense must act according to the weapon they are currently armed with. As action takes place quickly, it is not possible for someone to decide to draw a weapon (or drop/sheath one) for the purpose of switching to a different skill, Combat defense must be performed with whatever is in hand (or the combatant's hands themselves!). While unarmed defense may take place if the character is holding a pistol, any character holding a two-handed firearm such as a rifle or support weapon may not perform a Combat defense.

EXAMPLE: Sarah Harper is making an attack in hand-to-hand combat. She is using her Combat Knife, which requires the Melee Weapons skill, which Sarah possesses at rank 2. Sarah also has a STR of 2, meaning she will roll 4 dice (the Success Die and 3 Skill Dice) and will add 4 to the result of each one.

Her opponent will have his chance to strike back later during this Combat Round, but is concerned about getting sliced up before he gets the chance. He is armed with a knife and decides to allocate both of his 2 ranks in Melee Weapons to Combat defense, giving Sarah a -2 modifier to all her dice during the roll. Sarah rolls:

- $7+4-2 = 9$ (Success Die)
- $4+4-2 = 6$ (Skill Die)
- $5+4-2 = 7$ (Skill Die)
- $8+4-2 = 10$ (Skill Die)

The Success Die was a failure, with a total of 9. Thanks to her opponent's Combat defense he was able to avoid being shredded by Sarah's attack, however, when he attacks this round, he will count as having a Melee Weapons skill of 0.

ACROBATIC DEFENSE (ACTION)

A defender may choose to use their Acrobatics skill to side-step or dodge out of harm's way during hand-to-hand combat. For each rank that the defender has in the Acrobatics skill, the attacker applies a -2 modifier to all dice being rolled by the attacker. A combatant may only use Acrobatic defense if they have not already performed an attack action during this Combat Round. If the defender has not yet acted during this Combat Round, their planned action is canceled – they may do nothing but dodge. If the attacker's roll to hit fails, the defender may move up to their Rushing speed to represent the movement generated by the Acrobatic defense. A combatant who has performed an Acrobatic defense may not do so again during the following Combat Round.

EXAMPLE: A police officer is attacking Jesus Gonzalez, a Resistance scout, using Unarmed Combat. The police officer is an impressive brawler with an Unarmed Combat skill of 3 and a STR stat of 3. Jesus has already acted this round by using a medical kit, but as he has not performed an attack he may use his Acrobatic skill to defend.

Deciding that diving out of the way is the safest option, Jesus decides to use an Acrobatic defense, giving the police officer a modifier of -2 for each rank he has in the Acrobatics skill, for a total of -6. The police officer rolls:

- $7+6-6 = 7$ (Success Die)
- $6+6-6 = 6$ (Skill Die)
- $5+6-6 = 5$ (Skill Die)
- $8+6-6 = 8$ (Skill Die)
- $10+6-6 = 10$ (Skill Die)

The Success Die was a failure, so the police officer misses his target and Jesus is allowed to move up to his Rushing speed of 5m to create a little space between himself and his attacker. If Jesus is attacked again during the next Combat Round he will be unable to perform an Acrobatic defense, nor can he defend again against any other incoming attacks during this Combat Round.

RESOLVING HAND-TO-HAND ATTACKS

If the roll to hit was a failure, the attacker's action ends immediately, and play continues to the next combatant's action. The result of a serious failure during a hand-to-hand attack (failure on every die rolled) represents the attacker stumbling or losing grip on their weapon. To reflect this, the only action that combatant may take during the next Combat Round is the Recover action, during which they may do nothing as they compose themselves.

If the roll to hit is a success the defender has been struck by the attack and will suffer damage according to the profile of the weapon. Margin of success is used during attacks to modify the damage inflicted by the strike. For full information on how to resolve damage from a successful attack, see "Damage" on page 73 for more information.

RANGED COMBAT

Firefights can be swift and brutal, but also allow players to capitalize on the fog of war during conflict. Ranged combat includes the use of all types of firearm, from handguns to rifles and heavy weapons, as well as bows and throwing weapons. Combatants in ranged combat often seek out better cover and firing opportunities and can move their closing speed to do so.

Like melee weapons, each ranged weapon has its own profile, which looks like this:

LIGHT PISTOL			
SKILL	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10-2	3	1	1
ROF	RECOIL	RANGE	CLIP
1/3	0/1	60m	12
RULES			
None			

This information gives us everything we need to know about a Pistol, the most common type of handgun. The profile includes all the numbers we need when making an attack with the weapon:

Skill: The skill used when performing attacks with this weapon.

DMG: The amount of damage inflicted by a successful attack with this weapon. In this example, the damage inflicted is equal to the roll of 1d10 minus 2. DMG can be modified by using specialist ammo or firing bursts.

Min DMG: The minimum amount of damage that the weapon will inflict. In this example, the weapon is therefore capable of inflicting between 3 and 8 damage.

AD: The amount of Armor Damage inflicted to the target's armor. Armor Damage is discussed in greater detail under "Armor".

Weight Factor: The weight of the item.

ROF: The rate of fire tells us how many rounds the weapon is capable of firing in a single volley. The more rounds fired, the more likely one will hit its target, but the harder the weapon becomes to handle. Where multiple fire modes are available, different numbers will be listed separated by

a /. In this example, the weapon may fire 1 or 3 rounds per Combat Round. Rate of Fire is described in more detail later in this chapter.

Recoil: The recoil of a weapon is a measure of its 'kick' or how hard it is to keep steady when firing. Whenever different rates of fire are available, each will have a listed recoil, also separated by a /. In this example, the weapon has a recoil of 0 when firing 1 round and a recoil of 1 when firing 3 rounds. Higher recoil makes it harder to hit with the weapon.

Range: The maximum effective range of the weapon. A target which is further away than half of the weapon's stated range is considered to be at long range and becomes harder to hit. With the medium pistol, a target further away than 30m would be considered to be at long range.

Clip: The amount of ammunition held in a single clip/magazine. When a weapon is fired, the amount of rounds specified by the chosen ROF should be marked off. When the weapon has fired rounds equal to its clip capacity it must be reloaded.

Clip sizes are for generic types of ranged weapons. Specific models may have more or less.

Rules: If the weapon has any specific rules they will be noted here.

DMG and AD can be further modified by different ammunition types. The values stated on a profile assume regular ammunition is being used.

MAKING A RANGED ATTACK

When performing a ranged attack, the combatant may reposition prior to performing the attack, providing they are not already engaged in hand-to-hand combat or aiming. This allows them to close a small distance before firing.

As with hand-to-hand combat, all ranged attacks require an Active Skill Test and again, a static target number of 10 is also used for all Skill Tests to hit, thus any result of 10 or more after adjustment indicates a hit. Regardless of a weapon's ROF, only one roll to hit is made. The implications of being hit by multiple rounds in a single volley are discussed under "Rate of Fire (ROF)".

MARGIN OF SUCCESS AND ATTACKS

If the attacker scores a significant margin of success on their attack, they will have several options. They might choose to make a called shot (page 74) or inflict more damage (page 73). Particularly good rolls might let them do both!

RANGED ATTACK MODIFIERS

The following modifiers are applied to all rolls to hit in ranged combat. It is possible for multiple modifiers to apply to a single roll. While most modifiers will add to, or subtract from, the value rolled, some instead add or subtract automatic Skill Dice successes to the number of successes rolled.

SITUATION	MODIFIER
Target is in Hand-to-Hand.	The attacker must roll a Solid success or hit a friendly target!
Target is in light cover.	-1 to Success Die.
Target is partially concealed.	-1 to Success Die.
Target is in heavy cover.	-2 to Success Die.
Target is concealed.	-2 to Success Die.
Target has superior Tactics skill.	-1 for every level of Tactics above that of the shooter.
Target moved more than their Closing speed this Combat Round.	-1 to Success Die.
Target is encumbered.	+1 to Success Die.
Recoil	-1 to Success Die for each point of recoil the weapon has.
Firing Blind.	-4 to all dice.
Dual Wielding.	-2 to Success Die (same target) or -4 to Success Die (different targets).
Target is at long range (further away than half the weapon's range).	-1 Skill Die.
Target is at Extreme range (further than the weapons range).	-4 Skill Dice (or higher at the Directors discretion).
Target is suffering the prone, stunned or immobile condition.	+1 to Success Die unless in cover.
Aiming	As per the Prepared rule (+1 to Success Die or +1 Skill Die success).
Burst Fire.	May reroll Success Die.
Full-Auto.	May reroll any/all dice.
Suppressive Fire.	+2 Skill Dice Successes and may reroll any/all dice.

LINE OF SIGHT AND FIRING BLIND

In most cases, a line of sight to a target is required in order for a ranged attack to be able to be made. Providing a combatant can see a part of the target's body, they are considered to have a line of sight and may perform an attack normally. When a combatant is unable to see their target, they are considered to be Firing Blind, such as when poking a gun over the top of a barricade or firing at a target which is completely concealed behind a wall.

Knowing a target's location may be sufficient if using a weapon capable of punching through a wall or barricade, though such shots may only be attempted under the Director's discretion, applying the modifiers for both cover and Firing Blind.

A line of sight is not required to a target in order to throw a grenade, as explained in the "Grenades and Thrown Weapons" section.

FIRING AT ENGAGED TARGETS

Firing into an existing hand-to-hand combat situation is a dangerous prospect. With the constant unpredictable movements of close

combat, it becomes increasingly hard to be sure which target will be hit. Even the most talented snipers must take the risk of friendly fire.

Combatants may fire at targets who are engaged in hand-to-hand combat as normal, however, a Solid Success is needed to hit the intended target. If a messy success is rolled then the actual target hit must be randomized between all those involved in the engagement. Each combatant rolls 1d10, whoever rolls lowest gets shot.

COVER & CONCEALMENT

Standing in the open in the middle of a firefight is a recipe for disaster. Instead, most combatants will take cover, at least until the capabilities of the enemy can be assessed. A combatant in cover is harder to hit, as the cover can cause the ricochet of rounds or soak up the impact of the shot before it reaches its intended target. Characters with a Tactics skill above 2, will gravitate towards cover where possible and the Director should assume that if cover is available, they will take full advantage of it. (see page 69). Cover typically falls into four categories:

Light Cover: Light cover includes any items with low stopping power, but that are capable of blocking at least half of the target from direct exposure. Examples of light cover include fencing, low walls, windows and most indoor furniture. There is a modifier of -1 to the Success Die when rolling to hit a target in light cover. In addition, the target is considered to have +0 to +2 PV (depending on the material which protects them), as specified by the Director, for the purpose of resolving this attack.

Heavy Cover: Heavy cover offers exceptionally high protective qualities, such as solid concrete walls, steel beams and most vehicles. There is a modifier of -2 to the Success Die when rolling to hit a target in heavy cover. In addition, the target is considered to have +3 or more PV (depending on the material which protects them), as specified by the Director, for the purpose of resolving this attack.

Partially Concealed: A partially concealed target is visible, but some or all of its position is guesswork. Firing at such a target imposes a modifier of -1 to the attackers Success Die in addition to the effects of cover.

Concealed: A concealed target is hard to see fully, but the attacker is aware of their presence, such as when someone has moved behind a car door. Firing at a concealed target imposes a modifier of -2 to the Success Die in addition to the effects of cover. Characters that are concealed can often escape from line of sight altogether using a successful Stealth or Tactics Skill Test.

RATE OF FIRE (ROF)

Many weapons are capable of different fire modes, allowing the user to opt for a single accurate shot or a volley of multiple rounds. All ranged weapons are capable of one or more of the following firing modes as specified on their weapon profile. Other than Suppressive Fire which is detailed in full the effect of these modes are covered in Skill Tests on page 53.

In addition to impacting the attack roll, ROF also increases damage (page 73 for details).

ROF TABLE

ROF	EFFECT	SKILL TEST REROLL	DAMAGE BONUS
1	None		
3	Burst Fire.	The Success Die Only.	+2 Damage.
10	Full-Auto.	The Attack dice pool.	+4 Damage.
SUP	Suppressive	The Attack dice pool +2 bonus Skill Successes.	+4 Damage.

RUNNING LOW ON AMMO

A weapon must have the required number of rounds left in its clip in order to use a specific fire mode. As some weapons are not able to fire on single mode, it is possible that there may be fewer rounds available in the clip than the weapon's lowest rate of fire. When this happens the

weapon's lowest firing mode is used to empty the clip, applying a -2 DMG modifier to reflect fewer rounds being fired than normal. Note that even with this modifier, a weapon's 'Min DMG' value is still observed.



Generally, higher rates of fire come with an increase in recoil, making the chance of hitting with a single die roll harder.

This presents a number of choices for the weapon user, have a single chance of hitting the target, or multiple chances to hit whilst needing to obtain a higher number on the die. Using Burst Fire allows for a single reroll of the Success Die should the initial roll be a failure. Firing on Full-Auto or Suppressive Fire mode allows for a single reroll of any or all dice, not only giving a second chance to hit, but also a second chance of all Skill Dice coming up with a success, drastically increasing damage output. Suppressive fire also grants two automatic Skill Dice successes in addition to those rolled by the user and grants a number of additional rules described in the following section.

EXAMPLE: A weapon that has a stated ROF of 3/10 and 1 round left in its 30-round clip. It is unable to fire its usual minimum of 3 rounds. As such the weapon may be fired normally, using the rules for Burst Fire, but a successful hit will apply a -2 damage modifier.

Higher rates of fire also inflict additional damage as described under “Damage Modifier – Rate of Fire (ROF)”.

SUPPRESSIVE FIRE

Suppressive fire is the act of locking the trigger down and spraying an area with bullets, creating a wide kill-zone. The purpose of such action is not to hit a particular target, but rather to ensure that anything entering the firing zone is hit, be it friend or foe. Suppressive fire is good at pinning targets down behind cover or dealing with large crowds.

Any weapon with ‘SUP(xx)’ listed as one of its ROF numbers is capable of Suppressive fire. Firing in this way will use a number of rounds as stated, so for example a weapon with ‘SUP(40)’ must have 40 rounds available to fire in a suppressive manner. Suppressive fire covers a 5m wide area in the designated direction of fire. This area is considered to be the suppressive fire ‘kill-zone’. If there is no rating indicated Suppressive fire uses up all the weapons Ammo.

When using suppressive fire, the roll to hit always uses the Support Weapons skill, regardless of the weapon’s usual skill requirement. As such, a character may not aim when using suppressive fire.

When suppressive fire is used A separate roll to hit is made against every character within the kill-zone, applying any applicable modifiers as normal. In addition, a roll to hit is made in this way against anyone else that enters the kill-zone until the end of the next Combat Round. During the second Combat Round, the combatant performing suppressive fire automatically takes the recover action, during which they may do nothing else, to represent the ongoing effect of plastering the area with bullets. Effectively, the suppressive fire action takes place over two Combat Rounds.

If a weapon with a blast radius is used with suppressive fire, then the blast radius of the weapon increases the kill zone by its radius in all directions.

The kill-zone created by suppressive fire will cease immediately if the attacker moves in any way or loses any Hit points from an attack. If suppressive fire is ended early in this way, the ammunition is still considered used, presumably sprayed into the floor when they were knocked off balance. If this occurs before the end of the first

round of suppressive fire then the attacker may act normally in the following round, ignoring the need to take the recover action.

EXAMPLE: Butch decides to support his team in a vicious firefight by laying down some suppressive fire. His weapon has a ROF of SUP (30) so he decides to let loose. The weapon has 50 rounds left, so has sufficient Ammo to pull off the shot, as such Butch marks 30 rounds off his current Ammo total.

The 5m spread covers the street in front of him, which is currently occupied by two enemy combatants. Butch makes a roll to hit against each of these targets, resulting in one of them being hit. Due to the saturation of suppressive fire, it grants two additional Skill Dice successes, representing that more rounds hit, resulting in more damage. The foe is torn apart, though the other avoids the initial barrage.

Next turn Butch can do nothing but finish his suppressive fire maneuver, but will get another shot at his target if it is still within the fire-zone, as well as a shot at any others that follow behind it, providing he isn't attacked before the end of the next Combat Round.

DUAL WIELDING

Dual wielding is the act of firing two weapons at the same time, either at the same target, or at different targets. Such an act may be cinematic, but the ability to fire weapons accurately in this way is not easy.

A character may fire using dual wielding as a single action, allowing them to fire two weapons, be it at a significant cost in accuracy. The following rules apply to firing in this way:

Only weapons of a wt. equal or less than half the characters STR that require the Pistol skill may be dual wielded unless employed as a dual weapon (page 89).

- A character may never use suppressive fire when firing in this way.
- A character may never aim when firing in this way.
- Both weapons require a roll to hit. The attacker may decide which shot to resolve first. The second shot (and thus, expenditure of Ammo) must occur as declared, even if the intended target is taken down by the first shot.

→ If both weapons are fired at the same target, a -2 modifier is applied to all dice on both rolls to hit.

→ If both weapons are fired at different targets, a -4 modifier is applied to all dice on both rolls to hit.

RESOLVING RANGED ATTACKS

If the roll to hit was a failure, the attacker's action ends immediately and play continues to the next combatant's action. The result of a serious failure during a ranged attack (failure on every die rolled) represents the attacker's weapon jamming. A jammed weapon must be cleared before it can be used again. To reflect this, the only action that combatant may take during the next Combat Round is the Recover action, during which they may do nothing as they unjam the weapon.

If the roll to hit is a success, the round has hit its target and damage will be inflicted according to the profile of the weapon. Margin of success is used during attacks to modify the damage inflicted by the shot. For full information on how to resolve damage from a successful attack, see "Damage" on page 73 for more information.

GRENADES & BLAST WEAPONS

Thrown weapons, like grenades, work as other ranged attacks and are resolved using the Throw skill. The effective range of thrown weapons depends on the user's STR stat and Throw skill. When thrown directly at a target, range is calculated by multiplying STR+Thrown by 2 meters (Str+Throw)*2m. When trying to hit a general area, this increases the multiplier from 2 meters to five meters. Note this can make some grenades hazardous to their throwers unless there is suitable cover for them to get behind.

Grenades have the same profiles as other weapons.

FRAGMENTATION GRENADE.			
SKILL	Thrown		
DMG	MIN DMG	AD	WEIGHT
1d10+4	5	2	1 for 3 Grenades
ROF	RECOIL	RANGE	BLAST RADIUS
1	n/1	Thrown	10m

RULES

Blast Radius: Indicates the area affected by the grenade. Any target in this radius also suffers the damage rolled. Most explosives have a Blast Radius.

RESOLVING ATTACKS WITH GRENADES

Grenades do not need to target a specific target and can instead be thrown within the general vicinity of a target or targets. All normal rules for ranged attacks apply, however in addition to any modifiers, a solid success (page 55) is needed to land the grenade on the intended target. A Messy success means that the actual landing position for the grenade will be approximately 5m from the intended position, with the final location to be determined by the Director. This deviation will often mean that the grenade lands with cover between it and its intended targets.

If the roll to hit was a failure, the grenade is still thrown but the actual landing position for the grenade will be anywhere up to 10m from the intended position, with the final location to be determined by the Director. The result of a serious failure during a grenade attack (failure on every die rolled) represents the thrower fumbling the grenade, leading to it detonating on their location.

Once the final location of the grenade is determined it will detonate, hitting every target within the Blast Radius that is not in cover. Those targets who are considered to be in cover (i.e. have cover between them and the location that the grenade came to rest) must pass a Difficulty 11 Acrobatics Skill Test or be hit by the blast. Characters in cover that are hit by the blast may apply any PV gained by cover as normal.



AUXILIARY ACTIONS

- There are a number of simple activities which may need to take place. While different actions may take slightly different lengths of time, in the interests of keeping the action running smoothly, all of the following are considered possible as an auxiliary action within a Combat Round:
- Reloading or changing a weapon
 - Picking up a dropped weapon or item
 - Standing up if prone (will remove the prone condition)
 - Using a Medical Kit (takes two auxiliary actions/two consecutive Combat Rounds)
 - Deploying a bipod/tripod on a weapon
 - Any other activity the Director deems suitable

DAMAGE

Every weapon inflicts damage(DMG) and when an attack is successful, the weapon's profile provides the basis for this damage. In addition to this, there are a number of other elements that play a part in the damage inflicted. These include the STR of the character, the Rate of fire of their weapons, the ammunition being fired and the Margin of success of the attack Skill Test.

DAMAGE MODIFIERS

STRENGTH

In hand-to-hand combat, particularly strong combatants are capable of inflicting additional damage with weapons on account of the brute force they naturally strike with. To reflect this, the following modifiers are applied to all attacks made with any weapon that uses the Melee Weapons skill where the character has a STR of five or higher. Unarmed Combat is not affected by this.

STRENGTH OF USER	DAMAGE MODIFIER
5	+1 DMG.
6	+2 DMG.
7+	+4 DMG.

RATE OF FIRE (ROF)

When making ranged attacks with a weapon that has a ROF greater than 1, only a single roll to hit is made, regardless of the number of rounds fired. Rather than needing to make multiple rolls, a volley of bullets is treated like a single more powerful shot. As such, high rate of fire weapons present a risk vs reward dilemma for their user, offering the potential for extreme damage, with the offset of being less accurate.

When a ranged attack hits, the following damage modifiers are applied in addition to those granted by the Margin of Success:

ROF	EFFECT	DAMAGE MODIFIER
1	None	0
3	Burst Fire.	+2 DMG.
10	Full-Auto.	+4 DMG.
SUP	Suppressive	+4 DMG.

When any weapon hits while using suppressive fire, apply the same damage modifier as those using Full-Auto fire. While this might seem to be a small number for the amount of rounds being expended, suppressive fire also grants additional Skill Dice successes which can lead to increasing the damage further. Any weapon that is not capable of firing on single mode may have to empty its clip with fewer rounds than the weapon's minimum rate of fire. When this happens a -2 DMG modifier is applied to reflect fewer rounds being fired than normal. Note that even with this modifier, a weapon will still observe its 'Min. DMG' value.

AMMUNITION

For ranged weapons, the damage listed on a ranged weapon profile assumes that standard ammunition is loaded into the weapon. There are a few alternative ammunition types available, each of which will adjust damage inflicted in different ways. The most common variant ammo types are:

AMMO TYPE	MODIFIER
Standard	As per the weapon's profile.
Hollow Point (HP).	+1 AD +1 DMG (+2 DMG if the target is unarmored).
Armor Piercing (AP).	-2 to the target's armor PV.
Shotgun Shot.	See the buckshot rule on page 143.
Shotgun Slug.	As per the weapon's profile.

MARGIN OF SUCCESS

The margin of success gained when rolling to hit will often affect the amount of damage inflicted by a weapon more than any other factor. Only Margin of success can cause a Called shot to land. When targeting a Person or Terminator the shooter can increase the Damage using the below table. When targeting a vehicle, if successes equal to the vehicles Weak Spot rating are rolled, damage is instead multiplied by the successes rolled. (See Weak Spots page 79).

SUCCESSSES	DAMAGE MODIFIER
1	No Modifier.
2	+1 DMG.
3	+2 DMG.
4	+4 DMG.
5	+6 DMG.

EFFECTS OF A CALLED SHOT

Instead of simply inflicting damage an attacker can aim for a critical location. These have effects above and beyond simple damage and almost always cause a wound. Receiving a wound to any location carries additional consequences. See Hit Points and Wounds on page 101 for more information.

DICE THAT EQUAL OR EXCEED TARGET NUMBER	TARGET OPTION
3 Skill Dice.	Hit an Arm.
4 Skill Dice.	Hit an Arm or a Leg.
5 or more Skill Dice.	Headshot!

Hit an arm: Unless the player has a preference, randomize which arm is hit. The hit inflicts damage as normal. If the target is holding a weapon with the relevant arm, they are immediately disarmed. If they are not holding a weapon and the attack causes the target to lose at least 2 Hit Points, they also receive a wound to the arm and suffer the following penalties until that wound is healed:

The target receives a -2 modifier to all dice for any STR and DEX-related Skill Tests that would require them to use that hand or arm.

Hit a leg: Unless the player has a preference, randomize which leg is hit. A hit to the leg inflicts damage as normal. In addition, if the attack causes the target to lose at least 2 Hit points, they also receive a wound to the leg and suffer the following penalties until that wound is healed:

- The target may only move using half their Closing speed (round up).
- The target receives a -2 modifier to all STR and DEX-related Skill Tests that would require them to stand or use their legs.
- If both legs are wounded the target gains the immobile condition and may not perform any actions that would require the use of them.

Headshot!: A Headshot inflicts +6 damage. In addition, the target receives a wound to the head and receives the stunned condition until that wound is healed.

EXAMPLE: After modifiers, a roll to hit ends with the Success Die and three Skill Dice rolling a success. This grants a bonus of either +4 DMG, or a hit to the leg which will inflict a wound. Alternatively, the combatant could choose to 'downgrade' the result and hit the target's arm instead.

DAMAGE FROM OTHER SOURCES

Damage can be inflicted to a character in a huge number of ways outside of combat, from falling great distances to being hit by a moving vehicle. Rather than introducing a huge plethora of different damage rules, all such damage is inflicted at the Director's discretion using common sense. A character falling from a 1st story window will be suitably hurt, but is unlikely to die, whereas one falling 5 stories is unlikely to survive the fall unless they are VERY lucky.

The Director is free to assign damage and wounds for such instances as they see fit. When anyone takes damage, the amount of damage inflicted is removed from their current Hit points total. If a single attack causes a character to lose more than 50% of their remaining Hit points they also suffer a wound. Usually this is to the torso, but the Director can assign it wherever makes sense to them.

ARMOR

Given the uncensored brutality that most Resistance fighters face, it should go without saying that armor is something to be sought out. While stab vests and even battlefield flak vests provide little respite from the brutality of the machines, they will keep you alive from a glancing bullet, meaning the difference between life and death. Of course, while the soldiers of the Resistance may be fairly well equipped in 2029, walking around the streets of most urban cities during the 20th century wearing body armor is likely to cause unwanted attention.

While there are many modifiers that can add to the damage inflicted by a successful attack, the protection offered by Armor will do the opposite, reducing damage, or even stopping it entirely.

Like weapons, each suit of armor has its own profile, which looks like this:

BULLETPROOF VEST		
PV	RESISTANCE	WEIGHT
2	8	2
RULES		
NONE		

PV: The Protection Value (PV) of armor is a measure of how effective it is at reducing damage, with higher PV values representing more protective armor types.

Resistance: Armor is capable of taking a certain amount of punishment before it becomes compromised, represented by each type of armor having a Resistance value.

Weight: The weight of the item.

Rules: Specific rules will be noted here.

DAMAGE MODIFIERS

ARMOR PV

After all other damage modifiers have been added, a weapon's damage is reduced by the PV of the target's armor. Any remaining damage reduces the target's Hit points as usual. If the armor's PV reduces the damage to 0 or less then the attack has been stopped entirely and the target does not lose any Hit points.

EXAMPLE: Lane Wesnip is hit by a shotgun blast, which, after all damage modifiers will inflict 11 points of damage. Wesnip is wearing a Flak Vest which has a PV of 3, so the damage is reduced by 3, for a new total of 8. Wesnip loses 8 Hit Points.

ARMOR DAMAGE & RESISTANCE

Most weapons inflict Armor Damage (AD) alongside regular damage. Armor's Resistance is reduced by a weapon's Armor Damage (AD) value, each time it is hit. Once the armor's Resistance has been reduced to less than half of its starting value, the PV of the armor is also halved (round down). If the armor's Resistance ever reaches 0, the armor has lost its protective qualities and is effectively destroyed, reducing the PV to 0.

DIRECTOR'S NOTE: Whenever a target is hit by an attack, the weapon's AD value is subtracted from the armor's Resistance value before the PV is applied to the damage. This can be important if the AD causes enough damage to reduce the PV of the armor.

STACKING ARMOR

It is not possible to wear one armored suit over another, however some lighter armor options, such as Biker Leathers and a Flak Vest could feasibly be worn together. For the purpose of damage protection, stacking armors has no effect unless the armor has the supplemental armor rule. Where multiple armored layers are concerned, only the highest PV value is considered, and it is that layer that all Armor Damage is done to. The Director may choose to increase the difficulty of any Skill Test where being unreasonably confined in multiple layers or armor may have an impact. This is entirely at their discretion.

ABLATIVE ARMOR

Some armors are designed to fall apart on impact with a weapon. While this is usually modeled with a low Resistance Score, Occasionally an armor will have Hit points as well. Before any damage is dealt to the wearer, but after PV is applied, damage is dealt to the armor's Hit points. Once these Hit points are gone, which is usually well in advance of its Resistance, the armor is destroyed. If an armor does not have Hit points it is not considered ablative.

VEHICLE RULES

Having access to a vehicle makes life easier... and escaping a T-800 much more feasible. While most vehicles need to be borrowed or stolen, their use during a game session needs careful consideration. For the most part, vehicles do not require many specific rules. Instead, vehicle use in the game should be considered either a mundane occurrence, or an opportunity to embellish the cinematic aspects of storytelling. After all, what is Terminator without a great car chase?

Driving vehicles is subject to the usual rules for making Skill Tests. Driving down a street should be second nature to anyone with the correct Drive skill and so will likely not need a roll. Driving under heavy gunfire, being caught in a car chase, or traversing the battlefields of 2029 will be far more difficult and requires a roll to avoid damage or immobilization. As always, the Director gets the final say on the complexity of any such activity. It is highly recommended that dice rolling here is secondary to discussing a tense action sequence.

Without a relevant Drive skill, driving a vehicle is a significant challenge. It occupies the character's full attention and with Skill Tests required every time an obstacle shows up accidents are almost inevitable. A character that doesn't have Drive and doesn't have Detect is a menace on the road and nobody with a brain lets them in the same garage as a car!

Each vehicle has a number of stats to allow players to understand the vehicles capabilities.

COMMON CAR			
SKILL:		Drive: Car	
PV	RESISTANCE	MOVEMENT	HIT
4	20	24	60
SPECIAL RULES			
CREW	1 driver, 4 passengers.		
WEAK SPOT	Tires [2].		
DIMENSIONS	4m length, 2m width, 1.7m height.		
WEAPONS	None		

In this example we see the profile for the common car, the most common of all wheeled vehicles found on the streets of the late 20th century. The

information provided by this vehicle's profile gives us everything we need to be able to use the Car during a game.

Crew: This tells us how large a crew a vehicle needs and how much space it has for additional passengers, including any AI present. If the vehicle has an exposed area this is also listed.

Skill: The required skill to drive or pilot the vehicle to any level of competency.

Movement: Like characters, a vehicle has a movement rating too. This figure is included to give a rough indication of the vehicle's speed and to allow for movement during Combat Rounds should a moving vehicle come under attack. The Director should use common sense when considering the maneuverability and turning circle of each vehicle based on its dimensions and chassis type. It should go without saying that a motorbike will be far more maneuverable than an APC or truck.

PV: Even unarmored vehicles provide some protection to those inside it, whereas many APCs or military-spec vehicles have additional



armor plating that allow them to hold their own in a firefight. The armor capabilities of a vehicle are listed here and it functions just like supplemental armor worn by characters (see page 111). Note characters outside the vehicle, such as a bike rider, or person riding in a flatbed do not get this bonus.

Resistance: As with other armor, a vehicle’s armor is capable of taking a certain amount of Armor Damage (AD) before it is rendered useless, as determined by its Resistance value.

Hit Points: Like characters, vehicles have a certain amount of damage they can take before they are destroyed or immobilized. Unlike characters, damage can not be healed and must instead be repaired. Attacks made against vehicles inflict damage here as do attacks that miss a passenger but score high enough to hit the vehicle.

Weak Spots: Vehicles don’t have hit locations, but they do have Weak Spots. When a character attacks a vehicle there is a chance that the attack will hit one of these places. This section indicates the number of successes that the shooter will need to hit this location. (See Weak Spots on page 79 for more details)

Dimensions: Provides the size of the vehicle for reference. It should be obvious that the larger the vehicle, the heavier it is. As vehicles are beyond the scope of being carried, they do not have a specific Weight Factor to consider.

Weapons: Some vehicles are fitted for military purposes and many civilian vehicles are built with dual purpose chassis. Weapons are only indicated where they come as standard, where they will indicate who can use them. Some weapons can be fired by the driver or pilot but others might require a dedicated crew member.

VEHICULAR MOVEMENT
CRUISING

When driving a vehicle at or under its movement speed it is considered cruising and the driver controls their vehicle as an Auxiliary action. The driver will still need to make a Skill Test every round and should the driver engage in any maneuvers outside the scope of their skill level then the Skill Test is made at -2 difficulty unless they use their Action for the test. The table below



indicates what a driver can achieve as an Auxiliary action. A character that fails a driving test while cruising risks a crash.

SKILL LEVEL	EXAMPLE STUNTS (AUXILIARY ACTIONS)
0	Driving in a mostly straight line.
1	Performing a swerve or turn at speed.
2	Driving a winding road in the rain.
3	Performing a U-turn at speed, Popping a wheelie on a motorcycle.
4	Performing narrow gap passes and under truck slides, Pulling a car up on 2 wheels.

SPEEDING

Only the best drivers can drive their vehicle to its full extent. For most drivers driving at this speed will require a Skill Test and a standard action. The driver can still do stunts without increasing the difficulty of the driving test though their effective skill is 1 less than normal. Vehicles speeding have an effective Movement equal to the vehicle’s movement +4 for every rolled success. If a pilot uses their special ability while speeding, then they progress at the maximum speed of the vehicle +4

as they are assumed to have only rolled a solid success. A character that fails a driving test while speeding crashes.

COLLISIONS

When two vehicles, a vehicle and a character, or a vehicle and a wall collide, whether deliberately or accidentally, the impact is determined based on

VEHICLE	DAMAGE IN D10S	MINIMUM DMG	AD
Car/motorcycle.	Combined Speed/ 10.	3	2
Limo/Van/Flatbed.	Combined Speed/ 10.	3	2
Big Rig.	Combined Speed/ 5.	4	4
Helicopter	Combined Speed/ 5.	3	3
Military Vehicle.	Combined Speed/ 5.	5	6

A Cow Catcher will add +10 to the damage rolled

Vehicles that are cruising reduce the Combined Speed by 10.

EXAMPLE: A car gets sandwiched between two Big Rigs while speeding. Assuming all of them have speed 30, before checking for a crash, each Big rig suffers 6d10 from the other Big Rig and 3d10 from the car, the car takes 6d10 from each Big rig.

CRASHING A VEHICLE

If a driver fails a driving test while moving at cruising speed, the driver must immediately pass a Difficulty 12 driving test or crash. If a driver fails a driving test while speeding, they automatically crash. When a vehicle crashes the vehicle immediately suffers 1d10+2 damage with no benefit from armor. The driver must then make another driving test on their next turn or suffer an additional 1d10+2. If the vehicle loses all its Hit points from being in a crash all the passengers also suffer 1d10+2 damage and the vehicle stops moving and might start falling or sinking.

CHASES

Most of the time when vehicles are in play there will be a chase. One party will be trying to catch the other and while they might not have violence on their mind, they will want to follow a target who

the speeds of the vehicles and the malice of the drivers. Unless the crash is accidental and both vehicles are cruising then everyone involved treats the crash as if they were speeding. In a collision each vehicle suffers damage as below equal to the speed of the other vehicle plus the speed of any other vehicles involved

might seek to elude them. Chases are essentially a combination of a race and hide and seek. Chases are fulfilled using regular combat rounds with actions declared. The most important thing for a Director to record is the relative distance of vehicles involved as this will be the main thing providing modifiers to the Skill Tests involved. Chases tend to end in combat or with the defensive driver slipping away.

FOOT CHASES

Characters may occasionally need to engage in foot chases. This is where they or their quarry doesn't have a vehicle. While the chase rules can be used it should be noted that the first step for anyone not in a vehicle is to go to a location the vehicle can't follow, or to get in a vehicle. Caught on the open ground, a sprinter will lose against the car every time. Get into a subway and it's a different story. For chases involving unmounted characters use the Athletics or Acrobatics Skill instead of Drive.

DEFENSIVE CHASE STRATEGIES

Gun it: The defensive vehicle moves at full speed trying to place as much distance between it and the aggressor. The defending pilot rolls a Drive Skill Test trying to move as fast as possible.

Overshoot: The defensive vehicle slams on the breaks and lets the aggressor speed ahead. The defending pilot rolls a Drive Skill Test and adds their successes to the successes rolled by the Aggressor; these are added to the vehicle's speed as if it were speeding.

Sideswipe: The defensive vehicle swerves into the road of the aggressor attempting to damage the vehicle. The defender makes a Drive Skill Test trying to hit a difficulty equal to 8 plus the aggressive driver's ranks in the Drive Skill. Damage is dealt as per a collision. The defender must reduce distance to at least 10 as a part of this attack.

Slip away: The defensive vehicle attempts to move into a location where it goes unseen. The Pilot makes a Stealth Skill Test trying to hit a difficulty equal to 8 plus the aggressive drivers ranks in the Detect skill.

AGGRESSIVE CHASE STRATEGIES

Follow from a distance: The Aggressor maintains eye contact, while trying to stay hidden. The Aggressor must pass a Stealth test trying to hit a difficulty equal to 8 plus the defender's ranks in the Detect Skill. If this succeeds the pursuit continues with successes added to the speed of the aggressor's vehicle.

Keep up: The Aggressor tries to stay close to the Defensive vehicle. It doesn't immediately attack nor is it subtle. The defender can make a Detect test trying to hit a difficulty equal to 8 plus the lowest of the aggressor's ranks in the Pilot and Stealth skills.

Ram: All Subtlety is lost. The Aggressor attacks and tries to stop the vehicle by ramming it. The vehicles must be within a distance of 10 for this to be attempted. The Aggressor rolls Pilot to make an attack trying to hit a difficulty equal to 8 plus the defender's ranks in the Drive Skill. Damage is dealt as per a crash.

Find Prey: In the turn after a vehicle slips away the Aggressor can make 1 Detect test with a difficulty equal to 14 plus the defender's ranks in the Stealth Skill. If this is successful, the Chase resets and starts anew.

MODIFIERS

Distance Apart: Every Distance of 10 that separates the vehicles increases the aggressor's difficulty by 1 and decreases the defender's difficulty by 1.

Poor terrain: If the vehicle is ill-suited to the terrain the Director might add +1 to +3 to any Pilot test.

Crowded streets: Crowded streets can help a vehicle slip away. The Director might add +1 to +3 to the Stealth test and later apply a -1 to -3 penalty for the detect test to Find Prey.

ROAD BATTLES

Road Battles are conducted in much the same way as regular combat. The big distinction is that when attacking an enemy vehicle you can only target the vehicle or passengers that are exposed to the elements. When attacking a vehicle, there is always a chance that you might hit passengers or the drivers (see page 80) but it's more likely that attacks will hit the vehicle itself. Attacks made against a vehicle moving faster than you, or swerving through traffic can be subject to penalties based on distance and cover as normal.

WEAK SPOTS

Vehicles are vastly stronger than people and taking one out can be a serious challenge. Luckily their designs are often rushed out with the hubris that only a genius level AI is capable of. When attacking a vehicle it is assumed that players will always want to hit these regions and therefore no "called shot" is required. Next to the Weak Spot in the stat block is a set of brackets which indicate the number of successes needed to hit this area. Some weapons, such as landmines, road spikes, chains placed at neck height or placed charges will only ever attack a set position and consequently will by their design, hit set Weak Spots if successfully triggered.

Passengers and Pilots are also Weak Spots and can be hit should the shooter roll well enough. This causes the attack to be resolved against them as normal. They do not use the rules below.

If a Weak Spot is hit by conventional small arms or another vehicle, the damage dealt will ignore the vehicle's PV and be multiplied by the number of successes rolled on the attack. If the weapon is an Anti-Tank, Beam, Plasma or Explosive weapon, the damage will ignore PV and be multiplied by twice the number of successes rolled.

It is entirely optional whether the Director wishes to use Weak Spot rules against player vehicles, though we suggest to only target passengers and pilots rather than cut short an action scene.

Some Weak Spots have effects indicated in their entry. If an attack hits a Weak Spot and either reduces the target's current Hit points to under



half its total Hit points or is equal to half the target's total Hit points this effect is triggered. Common effects include Immobilization, Crash and Detonation.

Immobilization: Reduce the vehicles Move to 0.

Crash: Reduce the vehicles Move to 0. Reduce its Hit points by 3d10 and all passengers suffer 3d10 damage if this destroys the vehicle it explodes dealing an extra 3d10 damage to the passengers. Luckily, a crash can't cause another crash.

Detonation: An exposed munition explodes immediately dealing its basic damage to the vehicle.

NBC Breach: If this effect is triggered any NBC protection the vehicle had is lost.

PASSENGERS AS WEAK SPOTS

The crew of a vehicle are one of its most fragile Weak Spots. A fact the machines know all too well! Should an attack against a vehicle roll 3 Successes more than required the attacker can choose to target a passenger. If 4 or more extra successes are rolled the Pilot can be targeted.

A hit to a passenger or driver inflicts damage as normal, though the target adds the PV of the vehicle to their usual armor. Any time a driver

takes damage directly they must pass a Drive Skill Test with a difficulty equal to their total Hit points less their current Hit points. Failing this test causes a crash.

DEMOLITION RULES

Demolitions play a very special role in the Terminator RPG. Much of the time explosives will be the only weapon capable of hurting a Terminator. Small arms of the 20th Century often don't have the power needed to break through the protective armor of even a weakened Terminator and so weapons of a more improvised explosive variety are required.

ATTACKING WITH A TRAP

Demolitions rules vary depending on whether they are being used to attack a character or to destroy a thing. Characters have free will and the ability to detect an attack. Consequently the character who has set up the trap makes a Difficulty 8 Demolitions Skill Test and records the number of successes they have rolled. The character that is being attacked, when they are within range, makes a Difficulty 8 Detect Test to see if they detect the trap before tripping it.

MODIFIERS	BONUS TO TEST
The character has the Tactics skill at 2 or higher.	+2
Attacker is using a Tradesman's Bag (Page 112).	+2
The attacker has deployed multiple traps.	+1 to defender.
The trap is set on a physical object.	+1 defender.
A trap was detected within 1 hour of the test.	+1 defender.

What happens next is dependent on the compared results. If the attacker fails the defender will see and be able to avoid the trap without a roll and if it's a Serious Failure the attacker may well hurt themselves while setting it up. If the two characters roll the same number of successes the trap is detected before it activates, but not so soon that the defender can walk the other way. The defender is caught and must disarm the trap (see Disarming traps). If the defender beats the attacker they will detect the trap when they are a number of meters away from it equal to their total successes rolled. If the attacker beats the defender the attack hits and deals damage.

When trying to damage a static object the character creating the trap is only confined by skill, time, and materials. They simply make the appropriate attack roll and deal damage as if they were shooting a door. Often in cases like this, the character will want to delay the attack using a delayed fuse. So long as the Skill Test is successful, they can set that timer for as long or short as they like. Static objects will often be ill-equipped to resist explosives and will simply crumble when attacked, but some are incredibly well-armored and will shrug off a blast like it was an air-pistol. In such cases, the Director should use the Weak Spot rules (see page 79) to model the chances that a blast will penetrate the structure.

BINOCULARS AND TRAP FINDING: Looking for traps through a set of binoculars will add to the distance that a trap is detected by adding to the time taken to search for such traps. By taking 15 minutes to observe at a distance, the character can detect traps at a distance of 50m per success. Characters who are not in a hurry may, upon detecting a trap in proximity, withdraw 20 meters and deploy the binoculars to scout ahead.

DISARMING A TRAP

Once discovered it's usually wise to leave a trap well alone, but there are times this isn't an option. The Difficulty and tests needed to disarm a trap depend on the trap itself. Mechanical traps can be thwarted with the Technical: Mechanical Skill just as Explosives can be thwarted with the Demolitions Skill and a door alarm can be defeated with the Lock Picking: Electrical skill.

Simple traps constructed from ad hoc materials are usually a difficulty equal to 5 plus the ranks of whichever of the designer's skills is most appropriate. Manufactured traps are usually much worse starting at 8 for simple things like bear traps, 11 for land mines, and reaching 13+ for nastier more insidious weapons found on arms limitation treaties.

Failing a disarm attempt doesn't mean the trap activates, that would be the result of a serious failure. Most of the time people disarming traps tend to stop tampering and regroup before that happens. But it does mean that the trap remains live for 1 more round and the character attempting a disarm can make another attempt.

Even a successful disarm can be dangerous. The priority is always on rescuing the person or object from destruction. On anything less than an exceptional success the trap will activate during the procedure. On a messy success the trap will activate and if characters are within its blast zone they will suffer half damage using the blast rules (see grenades page 71). On a solid success nobody takes any damage as the trap is refocused sufficiently to avoid this, but it still activates, and this can be very noisy.

BE VERY STILL

It's not enough that the character disarming the trap knows what they're doing, but the victim caught by it must also do their part. Every round caught by the trap the victim must pass a Difficulty 8 Demolitions (COOL) A serious failure, has serious repercussions activating the trap immediately but even failure is no joke. Failure causes the difficulty of the disarm to increase by 1, and the character caught in the trap loses 1-3 Willpower (Director's decision). A character with 0 Willpower will trigger the trap automatically, so keeping the characters morale up can be vital!



SO YOU STOOD ON A MINE... If you're currently caught by a trap and trying to disarm it yourself, the difficulty increases by 3 and changes from a CONC based test to a COOL based test. Good luck and if you survive, maybe train one of your friends to help with demolitions.

BLAST RADIUS

Often a boobytrap will have some sort of a blast radius when tripped, while this is more common with explosives than mechanical traps some insidious traps affect much larger areas than you'd originally think. Any character caught in the blast radius, is treated as per the grenade rules on page 71. A Director looking for a generic result can either use the Anti-personnel Mine on page 133 or use the Random assortment of traps below.

MANUFACTURING EXPLOSIVES

A character with the Demolitions skill can attempt to manufacture explosives. By spending a day mixing common household chemicals & spending 1 Use from an A/D Kit the character can roll a Demolitions Skill Test. The character can choose the potency (Difficulty) they wish to achieve which will determine the damage of the explosive with the number of successes showing how many Wt. 1 charges are made. These are always improvised devices such as pipe-bombs, car bombs and the like.

With a Difficulty 8 Skill Test and two explosives a character can also make a single Satchel charge (page 135).

DIFFICULTY	DAMAGE	MIN DMG	AD	RADIUS	WT
8	1d10+0	4	0	3m	1
11	1d10+2	4	1	6m	1
13	1d10+4	6	1	9m	1
16	1d10+6	8	2	12m	1

ASSORTED TRAPS

Roll 2d10 and add the results

ROLL	TRAP
2	Tactical Warhead.
3	Plasma Charge.
4	A100 Seeker Mine.
5	Anti-Personnel Mine.
6	Satchel Charge.
7	Frag Grenade.
8	Pipe Bomb [Difficulty 11].
9	Single Use Doser.
10	Counter Sensory Weapon.
11	Flashbang Grenade.
12	Smoke Grenade.
13	Silent Alarm.
14	Snare
15	Pit Trap [Imp. Bludgeon].
16	Dropped Weight [Imp. Bludgeon].
17	Bear Trap [Combat Knife].
18	Fishline Firearm [Shotgun].
19	Petrol Trap [Flamethrower].
20	Reroll twice and use both.

DETONATING MULTIPLE CHARGES

When multiple identical charges are used in a trap they will explode as a single force. Each one is rolled and added together before being applied to armor or Hit points. The radius of the blast is the same as a single explosive. If a variety of charges are used then they are rolled separately and as most of the time only the smallest radius will matter, only the smallest radius should be used. If there is an important reason to consider the varying blast radiuses, roll the dice pool of the important radius ignoring the smaller radius explosive until you need to resolve that. Then when you need to resolve that simply add the remaining explosives to the previous roll. When multiple charges are used any bonus gained from extra successes are only applied to one of the explosives, not all of them.

ACCIDENTAL EXPLOSIONS: When an accidental explosion occurs, the Director can opt to roll a single D10+6 and use this value to determine the nature of that explosion. The dice roll will indicate the difficulty value of the blast and hence the damage rolled.

BIOLOGICAL WARFARE AND TOXICANTS

Not only is the world full of diseases waiting to bring humanity low, but Skynet is more than happy to release them hither and yon to slay its enemies. Whether a genetically engineered superplague, a “yellow dust” chemical weapon, or a case of the flu, such things are referred to as toxicants. And each of them is a unique threat to those who come in contact with them.

INFECTION

When someone comes in contact with the stated vector for a toxicant, they must make an Infection Test to check whether their body is able to resist the infection or irritant. The Infection Test is a Resistance Test rolling 1d10+STR against the toxicant’s Infection Rating (IR). An Infection Test is considered successful if the total result is equal to, or greater than the toxicant’s Infection Rating. If the roll is a success then the character’s immune system has overcome infection and no additional test needs to be made during this encounter with the toxicant. If the Infection Test is failed, the character is infected by the toxicant and suffers the effects as listed.

PROGRESSION

Most toxicants have a second stage to the infection. If this is the case, the toxicant will state the timescale for progression. When this timescale has elapsed, and treatment has not addressed the exposure, an additional Infection Test is required. If the test is a success, the toxicant does not progress. If the test is failed, the stated rules for progression will apply. A test for progression must be made each time the stated timescale has elapsed until the infection is healed or the toxicant has progressed. A toxicant can only progress once.

TREATMENT

Each toxicant will state a treatment(s) that are known to address the exposure, as well as the target number required for the treatment, known as a Treatment Rating, which is used for any associated Medical Skill Tests. By conventional means, treatment requires a specific drug to be administered in addition to a successful Medical Skill Test, though some toxicants may have additional requirements as noted in the following table. All effects of toxicants are removed once the infection has been treated unless stated otherwise. Most treatments can be found in a paramedic’s medical kit and an expenditure of Uses will be adequate unless specifically stated.

TOXICANT	VECTORS	IR	EFFECTS	PROGRESSION	TR	TREATMENT
Flesh-Eating Bacteria.	Skin Exposure.	8	-1 STR, -1 DEX, -1 CONC, Lose 1 Hit Point every 6 hours.	After 3 days. An additional -1 STR, CONC, and a further hit point lost every 6 hours.	7	Antibacterials
Hantavirus	Animal Bite.	10	1d10-5 Hit points (min 2) -1 STR -1 CONC.	1d10-7 Hit points daily (min 1).	13	Intensive care treatment.
Poison	Ingestion or blood contact.	10	-1 STR, -1 DEX, Lose 1 Hit Point every 6 hours.	After 7 days. An additional -1 STR, -1 DEX and a further hit point lost every 6 hours.	10	Antitoxins
Radiation Sickness – Minor.	Ingestion, skin contact, or inhalation of radiated particles.	10	-1 STR, -1 DIA, Lose 1 Hit Point every 24 hours.	After 7 Days. Becomes Radiation Sickness – Severe.	7	Decontamination and Anti-nausea drugs.
Radiation Sickness – Severe.	Ingestion, skin contact, or inhalation of radiated particles.	13	-2 STR, -1 DEX, -1 DIA, Lose 2 Hit points every 6 hours.	After 3 Days. Death.	13	Decontamination and Anti-nausea drugs. Minimum 1 week bed rest recovery needed before stats return to normal. Treatment after progression is not possible.
Sewer Water.	Ingestion, Skin contact (+3 to IR Test).	8	-1 STR, Lose 1 Hit Point every 24 hours.	After 3 days. An additional -1 STR, CONC, and a further hit point lost every 6 hours.	7	Antibacterials
Toxic Fumes or Smog.	Inhalation	5	-1 of the following (STR, DEX, CONC).	After 3 days the character suffers 1d10-5 damage and -1 KNOW/CONC.	5	Oxygenation for a period equal to exposure.
Yellow Dust.	Inhalation, skin contact (-3 to IR Test).	10	-1 STR, Lose 1d10-6 Hit points damage.	After 2 days -1 STR & DEX Movement -1.	10	Atropine and Oxygenation within an hour of exposure.
Incapacitation Spray.	Inhalation	8	1d10-3 damage.	Stunned for 2d10x5 minutes.	5	None. Damage is recovered within an hour.
Sterilization Agent.	Skin Contact.	5	Lethargy -1 on Skill Tests.	After 1-week gains Sterility Trait.	8	None, not needed.
Pepper Spray.	Inhalation	7	1d10-5 CSW Stunned for 1d10-5 rounds.	Stunned for an additional 1d10-5 rounds.	5	Water to clear chemical.

DIRECTOR'S NOTE: Use this template to create all manner of toxins, diseases and illnesses for characters to encounter throughout different periods of time.

“Mothballs, corn syrup, ammonia. What’s for dinner?”

—Sarah Connor

PSYCHOLOGICAL WARFARE & FEAR

Facing Skynet and its creations, either alone, or in the name of humanity's survival, is a path filled with horror, dread and extreme fear. No matter how much grit a soldier may possess, at some point, the cold eyes of a Terminator will turn even the most steadfast warrior to a gibbering wreck. Skynet is all too aware of this, and it programs its Terminators to use this to their advantage.

To represent the ever-present concept of fear during a game, every person, scene and situation is assigned a Fear Rating. In most cases this will be 0, representing that even the most timid of characters will not be phased, but sometimes Fear Ratings need to be considered, particularly in times of danger or stress.

As with all rules, the Director and players should not get bogged down with Fear Ratings. Players are encouraged to not think too much about them, relying on the Director to highlight elements that begin to affect the players. This allows for a much more realistic use of fear – you simply do not know something scares you until you encounter it, then the reality is all too real.

FEAR RATINGS

FEAR RATING	EXAMPLES
0	Common animals, people, mundane situations.
1	A horror movie, scene of violence, being shouted at.
2	Witnessing bloody violence, being trapped, being attacked or assaulted.
3	Extremely gory murder scenes, being alone and cornered by an angry mob, large wild animals, most gunfights.
4	The death of a loved one, witnessing the brutality of Skynet, seeing a Terminator.
5	Coming face to face with a Terminator.
6	Being taken prisoner by Skynet (that is never going to end well).
7+	Anything else you wish you could unsee.

The previous table lists examples of common Fear Ratings. The base values and modifiers shown here should be adjusted by the Director as needed to suit the situation.

In addition to the base Fear Rating, a number of modifiers can increase the rating, making the impact of the effects of fear appear far greater. The following modifiers are cumulative should multiple examples apply at the same time. Common modifiers include:

MODIFIER	EXAMPLES
-1	In a group, outnumbering the enemy at least 3 to 1.
1	Outnumbered at least 3 to 1, alone, in pitch black darkness, injured (lost at least 25% of Hit points), being poisoned, being interrogated, being subject to a successful Intimidate Skill Test, witnessing the death of an Ally.
2	Badly wounded (suffered at least 2 wounds).
3	Being tortured or interrogated by Skynet.

FEAR TESTS

Whenever the total Fear Rating of any given circumstance becomes higher than a character's COOL stat, or at any other time that the Director deems suitable, the character is required to take a Fear Test. As such, the Fear rating can be seen as an indicator as to whether a Fear test is needed or not.

Fear Tests are Resistance tests rolling 1d10+COOL against a difficulty of 10.

FEAR IN COMBAT: During a combat situation, in order to keep the action rolling, the need for a Fear Test should be checked during the first initiative phase of the combat. After any required Fear Tests have been resolved, the need for further tests should only be made if there is a significant change to the combat situation, such as the arrival of a Terminator combatant or if the Director deems the events of the encounter to be truly horrific. In this way, combatants can be considered either affected or not affected by fear for the duration of the combat without needing to interrupt the action.

EFFECTS OF FEAR

If the Fear Test is a success, then the character has overcome the effects of fear and may continue to act as normal. That character is not required to make another Fear Test for the same threat or situation again during this game session unless the Director deems otherwise.

If the Fear Test fails, then the character immediately loses 1d10-4 Willpower and is affected by Fear. Until the threat passes and they calm down, they subtract 1 Skill Die success from all Skill Tests. This requires that at least an hour has passed and either the threat is removed or the character has been removed from the situation. Depending on how badly the character has been affected this may take even longer (see below).

FEAR EFFECTS: 1d10-4 (Min 1) Willpower loss, -1 Skill dice success from all Skill Tests.

WILLPOWER

Willpower is a measure of a character’s emotional stamina and their overall ability to cope with the effects of fear. Like Hit points, Willpower is lost due to certain effects, such as Fear or being harmed in combat. When a character’s Willpower gets too low, they will begin to suffer additional effects.

While Willpower is usually lost from failed Fear tests, some implicitly devastating moments can cause a character to lose Willpower.

Once a character’s Willpower has been reduced to a certain level, some effects of fear become harder to shake. A player should keep an eye on how much Willpower they have left, applying the following effects if required. Note that all effects of Willpower are cumulative.

EVENT	WILLPOWER LOSS
Losing 5 or more Hit points in 1 attack.	1
Exposure to a Nuclear, Biological or Chemical Attack.	1-2
Failing to save a target from a Terminator.	1-2
Seeing a loved one hurt or killed.	1-3
Seeing a Terminator.	2
Suffering a Second Wound or reduced Attribute.	2-3

Players are expected to roleplay the effects of Fear and low Willpower, drawing on their personal experience of being afraid and ensuring their characters act accordingly, with trepidation and hesitation at the forefront. Players that do not act afraid should find themselves at the mercy of the Director who will inevitably make their characters even more terrified.

Players should ensure that they keep track of Willpower throughout the game, as while Hit points may appear to be the deciding factor between life and death, it is in fact Willpower that can cripple a character’s chances of survival. For Rules on Regaining Willpower (see page 103).

DIRECTOR’S NOTE: Once again, it’s worth pointing out that players and Directors should try not to get hung up on counting points too much. Groups should feel free to use Willpower as nothing more than a quick reference as to how much of an effect Fear will play. Like many parts of this ruleset, Fear and Willpower are merely a tool to aid in creating cinematic tension.

WILL POWER	STATUS	EFFECT
7-9	Afraid	The effects of Fear do not fade after an hour and will instead remain until the character’s Willpower has risen to 10 or more. The Director should consider increasing the difficulty of Skill Tests the character undertakes.
4-6	Petrified/ Panicked.	The character suffers -1 COOL for the duration of the Fear effect, and at the Directors Discretion either, Freezes (see Going Last on page 60) or Flees and must take a Run or Break Off action on their turn.
1-3	Terrified	Apply a -3 modifier to all CHA-related Skill Tests an additional -1 COOL for the duration of the Fear effect.
0	Incapacitated	The character may not act and is reduced to screaming, tears or passes out. The character will need intervention to get them away from the current scene in order to regain their composure. Optionally the Director may enforce a permanent rank 1 Phobia trait (or add a rank to an existing phobia) towards the source of the fear.

INFILTRATION/EXFILTRATION

Occasionally you'll need to break into a place, or more likely get the hell out of dodge. Either way, sooner or later you'll have to hide.

PLANNED INCURSIONS

In a perfect world, prior to attempting an infiltration you'll have a plan. You'll have investigated the layout of the site, discovered any technical challenges, physical obstacles, opposition, cover and entrances. Usually if you can get all that and you have the means to defeat them. It's going to be a mundane challenge. Usually as Director you're not going to want to catch the players (Yet) so take the focus off Stealth and place it on the other Necessary tasks.

DISCOVERING NECESSARY TASKS

Let the characters make Detect Skill Tests to investigate the challenges of infiltration, revealing one challenge per success rolled. Be sure to tailor this to the character investigating. Are they technically focused? Then start with the technical challenges. Are they tactically focused? Then focus on terrain and opposition.

EXAMPLE: Below are some suggestions of Necessary tasks. As Director, you should give each character a chance to shine and add something that they specialize in defeating. If two characters have similar skill sets it's better to provide separate challenges where possible.

NECESSARY TASK	SKILL TEST REQUIRED
Avoiding Sensors.	Technical: Electrical.
Bypassing Guards.	Tactics
Move on witnesses.	Haggle/Intimidate.
Opening a lock.	Lock Pick (as per lock).
Scaling a fence.	Athletics
Slide through a sewer pipe.	Survival
Walk through a rough neighborhood.	Streetwise
Evade watchdogs.	Animal Training.

GO TIME

When it comes time to act, the Discovered issues are easier to defeat (see the Difficulties Table). Let the characters progress awarding success as normal, it is only messy successes and failures

that we're interested in. Failures on these tasks determine who makes the Stealth test to avoid detection & how hard it is to make that test, with messy successes making later Skill Tests more difficult through their consequences.

Guards, whether human or not, will react to evidence of activity. This is what failures represent. If none of the Necessary tasks roll a failure, then the character with the highest Stealth(Dex) skill bonus makes the Skill Test. Note that given all the Necessary tasks have been completed they will be using the Perfect Infiltration column and might be able to pass with a Passive Skill Test.

FAILING A NECESSARY TASK

Ok so that could have gone better, but failing a task isn't the same as giving the game away. Nor is it the same as preventing the character from trying again. As a general rule, all characters should be able to take at least 2 attempts at beating a Necessary task, because it is when Necessary tasks fail that we worry about Stealth Skill Tests.

Once all Necessary tasks are completed, or a character rolls a Serious Failure on a Necessary task, the characters that rolled a Failed Skill Test will need to make a Stealth(Dex) Skill Test. If the character rolls a Serious Failure, then the Skill Test is rolled immediately. If the character rolled a Failure then this test is made after all Necessary tasks are adjudicated. Necessary tasks should always be rolled in the order with which they are needed. This way modifiers from previously failed tests can be considered. The Difficulty & Modifiers of this test is found below.

HELP!

It's generally assumed that when infiltrating there will be one character always keeping watch. While this cannot be any of the characters engaging with a necessary task there is usually at least one or more spare sets of eyes. Consequently, when making a Stealth test for a Failure, the character can use the Teamwork rules using the lookout's ranks in Detect or Stealth. The Director has full control as to whether any character can contribute based on fairness and common sense. A character with a radio and telescope might be a mile away, but they are perhaps better suited to helping than someone around the corner of a building.

SECURITY POSTURE	UNDER ALERT	BASIC DIFFICULTY	PERFECT INFILTRATION
Public	Simple [5].	Mundane	Mundane
Lax Security (most businesses).	Challenging [8].	Simple [5].	Mundane
Contained Location (Storage area).	Complex [11].	Challenging [8].	Simple [5].
Secure Location (Bank).	Strenuous [14].	Complex [11].	Challenging [8].
Proactive Security (military base).	Insane [16].	Strenuous [14].	Complex [11].

DIFFICULTIES OF A NECESSARY TASK

The degree of security on a site determines the basic difficulty of tests made to infiltrate it. While specific areas and tasks can have their own Difficulty ratings the simplest way to determine a level of difficulty is to consider the degree at which the site is on alert and the security posture the site normally maintains.

MODIFIERS

Modifiers are cumulative to the time of the roll and affect all Skill Tests made during the infiltration.

CAUSE	STEALTH MODIFIER
Every Serious Failure rolled on a Necessary task.	-4
Every Failure rolled on a Necessary task.	-2
Every Messy success rolled on a Necessary task.	-1
On site Casualties (with Radios).	-1 to -6.
Security has been alerted previously that day.	-1 to -2.

AD-HOC ACTIVITY

At some point, when you're trying to get into a place, you'll discover a part of the facility you've not seen before. Its challenges will be new, suspected but unproven, with guards walking patterns you've not seen before. At this point Stealth becomes much more important. The Director should keep an eye on the Passive Stealth of individual characters and call for Active Skill Tests from characters once difficulties exceed their capabilities and they take an action

requiring a Skill Test. Skill test failures will, of course, continue to accrue, adding penalties until eventually security is alerted and characters will be forced to deal with them.

HIDE!

Once Security is alerted, with a failed Stealth Skill Test they will try and find the characters. Characters have few options here, they can opt to confront security or evade it. Confronting Security is the shortest of short-term fixes. The characters accept that infiltration has failed and engage in combat (as per the combat rules on page 58). Depending on the nature of the combat and the evidence left behind, this will cause additional penalties to future Stealth Skill Tests. Security will notice if some of their team mysteriously disappears.

EVADING ALERTED SECURITY

Evading security is a question of Stealth and Tactics. The Stress of active evasion will mean that using passive skill tests is no longer an option but rather than have everyone roll this test we simplify this using the Teamwork rules found on page 56. The character with the highest Skill bonus on Stealth becomes lead and makes a Tactics(CONC) Skill Test with a difficulty equal to the site's basic Difficulty. The character with the Lowest Skill bonus on Stealth(DEX) becomes Actor. The Actor's Stealth Skill Test must beat the Under Alert Difficulty of the site and so long as this passes the Site will stand down and return to basic Difficulty. If the Stealth test fails, or the Tactics test suffers a serious failure, the only remaining option is to confront security.

EXFILTRATION

Whether an Infiltration goes well or poorly, eventually the characters will have to leave. If the characters have alerted the guards this may well turn into a chase. Chases are governed by the rules found on page 78 though it should be noted that if the

characters are in a position where they can't get away in a couple of rounds the chase could devolve into a firefight. Again this is where having a plan is ideal. If the characters have an escape plan, the character with the highest Skill bonus on Tactics (CONC) can make a Skill Test and give the successes rolled as a bonus to characters'

Athletics tests as they escape the scene. Use the Foot Chase rules on page 78. If there was no escape plan the same chase ensues.

In a perfect world, the guards haven't been alerted and the infiltrators can back out the way they came. The character with the highest Skill bonus on Stealth(DEX) can take a test and on a solid success lead the characters away from the site.

SPECIAL WEAPON RULES

There are a plethora of weapons that don't fit the typical mode. Below are the specific special rules when dealing with non-standard weapons.

BEAM WEAPONS

Beam weapons are usually reliant on a single continuous, often invisible beam. They have a rate of fire of 1, which cannot be enhanced, but the duration that the beam can be held on target makes these weapons a significant threat. On a successful attack the beam will deal damage dice equal to the number of successes rolled. On a static target such as a steel door a beam can be set to continuously cut. This is an attack using

whichever skill the Director feels is most suitable, Lock Pick for instance, and once set up will keep dealing the damage based on that Skill Test till it runs out of power.

COUNTER SENSORY WEAPONS (CSW)

If injured by a CSW the character will be dazzled. They will suffer damage as normal and face a penalty on all tests reliant on the targeted sense. This penalty is equal to the damage rolled for the next two rounds and slowly reduces by 1 every round after this. If the damage dice rolls a 10, and indeed every time it rolls a 10 the number of rounds the initial penalty lasts increases by two rounds. CSWs ignore armor, though can be defeated with the proper protective equipment. If a player character is reduced to 0 Hit points by a CSW, they will lose their sense for 3d10 days.

DEFENSIVE MELEE WEAPONS

When defending in Melee this weapon grants the wielder 1 extra rank to their skill level for Combat Defense purposes. If dual-wielded with a second Defensive Melee Weapon it provides 2 extra ranks.

DUAL & QUAD WEAPONS

It is quite common for weapons to be mounted in combinations. Usually this is to increase the area of effect of an attack by placing multiple shots within close proximity. When a weapon, that is a Quad or Dual variant, makes a Successful Attack roll, it gains the following effects:



- Every success rolled in addition to the first success allows the shooter to add an extra 1d10 to the damage roll. No more dice can be added to the dice roll than the weapon has barrels.
- Such weapons are very hard on the attacker. Unless the weapon is built into a dedicated frame with a ton of counterweights the recoil from both weapons is applied to its attacks.

JURY-RIGGED WEAPONS

For important missions, later iterations of Skynet will occasionally send refined rare earth elements with Terminators so that they can fieldcraft high end weapons. These weapons tend to look like hodge-podge creations of bad science fiction and modern weaponry. When a Jury-Rigged weapon is in use it has half the Range and Clip of a regular version but all the damage and 1 extra Wt. Alas they tend to burn out, so once Ammo is expended only a Difficulty 14 Technical: Weapons (CONC) Skill Test will allow them to successfully be recharged. And even then, every time they are recharged their Clip value permanently decreases by 2. When this reaches 0, the weapon ceases to function.

IMPROVISED MELEE WEAPONS

Improvised Melee weapons are ill-suited to combat and occasionally dangerous to the wielder. When a wielder rolls a Messy success on an attack roll they injure themselves and suffer 1 damage. This is often from some incidental feature such as a hotspot or the unbalanced weight of the weapon. On a serious failure the weapon may well break and inflict even more harm on the wielder.

PARTICLE BEAM WEAPONS

Particle beams don't care about reflective coatings, or armor, or the car parked outside for that matter. Any damage dealt by a particle beam affects Resistance and Hit points concurrently, and as many targets behind the initial target as the Director feels is fair. Damage is just the start of your problems, Particle Beams are highly radioactive and will cause radiation poisoning (see page 84). Once this was a design flaw, Skynet considers it a

valuable feature. If fired into a vehicle it will likely poison all the inhabitants. Luckily sniping individual targets from orbit is a hard ask.

PLASMA WEAPONS

When a plasma weapon inflicts an Exceptional Success its AD increases by 1 and it inflicts the Burning condition on biological or semi-biological targets for a number of rounds equal to its AD.

STUN GUNS/ EMP WEAPONS

When Stun Guns deal damage to a biological target, the damage is firstly dealt as normal with armor defending against it as normal. Then so long as a single Hit Point of damage has been suffered, the total damage rolled, ignoring Armor, is compared to a total of the target's remaining Hit Points and their ranks in Endurance. If this total is less than the damage rolled the character is knocked unconscious for a number of rounds equal to 1d10 – the target's Endurance. Once this time expires the character must either make an Advanced Difficulty 8 Endurance Skill Test to wake up or be woken by another character with a Difficulty 11 Medical Skill Test. EMP weapons function in the same way as Stun Guns though rather than affecting biological targets, affect mechanical targets such as Terminators or Vehicles. As many vehicles do not have a Strength Stat or the Endurance Skill an EMP can disable them for a long time. Repairing a machine affected by an EMP uses the Technical: Electrical Skill instead of Medical.

THROWN WEAPONS

This weapon can be thrown at a target using the throwing skill with a range of (Str+Throw)*2m. With specialized equipment, time to plan and nobody shooting at you, some ranges are much, much longer. When not trying to hit an exact target but a general area, such as when throwing a grenade, the character has an effective range of (STR+Throw)*5m

UNARMED

This weapon can be used with the Melee or Unarmed Combat skill & if the attacker has Str 5 or higher it will inflict the Prone condition on characters of Strength 3 and lower.

HACKING

From the most basic 80's company mainframe to the advanced neural networks of Skynet and MIR, computers are all but omnipresent in our world. Those remembering Judgment Day tend to see them as the root of all evil; a threat to be eradicated at any cost. Nevertheless, some choose to fight fire with fire, using their wits and technical know-how to turn the tables on the machines.

These rules simulate extended hacking attempts, where the hacker infiltrates large networks to reach and exploit hidden subroutines, all while trying to avoid triggering a security response. To resolve simple hacks (i.e. hacking an ATM or cracking a simple password), use a normal Skill Test instead. As a general rule, if this system would slow the game and detract from the fun, sideline it. If it creates tension and the rest of the party has stuff to do while the hacker struts their stuff go for it!

IMPORTANT TERMS

ENCRYPTION VALUE: This is the Difficulty of hacking the network. While this will vary, there are three important network states that influence this value. GREEN – regardless of how paranoid a system is it always starts at Green. This is the default Encryption difficulty. RED – as soon as the systems NetSec is activated the system begins to reject all unusual access and activity. While in Red alert the Encryption value increases by 2+1 for every NetSec node in the network. AMBER – If NetSec is activated the network will be in a heightened state for several days after. This increase is equal to 1 per NetSec node for 48 hours and a static +1 increase for the next 72 hours after this.

PROGRESS: A Hacker engaging a system, records the successes rolled on their tests as progress. Progress is then spent to achieve various objectives within the network. A hacker can only hold as much progress as they have ranks in the Computer skill and must use it whenever progress exceeds this limit or when they move to a different node. In addition, should the Director rule that you have changed focus or that you've waited too long they can reduce your held Progress as they see fit.

Once used, Progress is tied to a particular outcome and only lasts until the end of the character's next turn. There is little value in holding progress back and hackers should use as much as they can, when they can. Progress can only be used once per turn to activate any particular node's abilities, though it can be spent to queue up a node's ability so that it functions for a number of rounds equal to the progress spent.

EXAMPLE: A Hacker with computer 2 is trying to break into a stubborn node which requires 6 progress to access. They make their Skill Test and score 2 progress. Because this is equal to their skill they can hold onto it without using it. The next turn they roll 3 successes. Because they are already holding 2 progress they must use those 3 on the task. They can still keep ahold of the 2 they have but next turn should they fail to break into the node the 3 progress rolled will be lost. Should the Hacker be lucky and roll 3 successes on their next test they don't have to immediately use the 2 progress they've held.

NETWORK ARCHITECTURE DIAGRAMS (ND)

Networks in The Terminator RPG are represented by Network Architecture Diagrams (ND), consisting of various components (collectively termed 'nodes') connected via pathways. Two nodes connected via a pathway are said to be adjacent. While engaging with the network any hackers or legitimate security users are represented by a "Hackers token." This token represents the present location of the network that is being influenced by the hacker.

I/O PORT ICONS

I/O Port: Points of entry into the network which are vulnerable to a hacking attempt. Directory: This is the most common node type. It has no intrinsic value, other than bringing the hacker closer to their goal when Captured. Hackers in an I/O port can use progress to communicate with, or track down, other users but will more commonly enter the next connected node.

Primary I/O Port: All systems have at least one I/O port and systems with multiple ports will always have one listed as the Primary I/O Port. This port is no different from other I/O Ports but the sections they access can often be far away from important parts of the network or be connected through Secured Pathways. It is shown with a + to make it distinguish them from other I/O ports.

Access I/O Port: Some systems have a dedicated channel into another system. Usually these are high security layers of a network. These are essentially brand-new networks that a hacker can only access from this point.

PATHWAY ICONS

Pathway: While pathways are not themselves nodes they indicate nodes that are adjacent. Generally represented by a series of dotted lines they are not so much icons in of themselves but an indicator of the progress needed to move a hacker's token to the adjacent node. Each line is a point of progress needed to access the adjacent node.

Broken Pathways: Occasionally a pathway will be marked with one or more thunderbolts. This designates the pathway as broken. A character with the Technical(Electronics) skill will need to find and repair this break before the two nodes can communicate and hence the hacker can move their token past them. Luckily this stops NetSec too. Unluckily each break is a distinct break and must be individually repaired.

STANDARD NODES

Access Node: Access Nodes provide access to adjacent Subroutines; an Access Node has no particular requirement and can be accessed as normal but it is very common for Access Nodes to be connected to other nodes through pathways that require multiple points of Progress. This can be either from other standard nodes to the Access Node, or from the Access Node to its subordinate Subroutine. In addition to this some Access nodes are secured with higher than normal Encryption ratings.

Subroutine: Subroutines allow the hacker to interact with the outside world in a way determined by the Subroutine's Domain. Subroutines are normally shown with an icon to indicate the nature of its capacity, and these can be controlled remotely with an interaction,

though sometimes a hacker may wish to take full control and use their regular actions to better effect.

EXAMPLE: A Captured Subroutine with the Turret Control Domain allows the hacker to control automated turrets in the area and is designated with an icon of a handgun. If the hacker wants to initiate the turrets and have them operate independently this can be initiated with progress. If the hacker wants to actively shoot an opponent they will need to use their full action to manually fire the weapon.

Directory: This is the most common node type. Usually it has no intrinsic value, other than bringing the hacker closer to their goal when captured but on occasion valuable information can be hidden in their databases. Once captured they will divulge their secrets.

NetSec: The Network Security Mechanism (NetSec) is the bane of all hackers. When activated (usually by a failed Skill Test), NetSec begins spreading through the network to corner the hacker's Token and alert Skynet's forces to their presence. The NetSec Node is a very valuable and dangerous node to camp out in. While present the hacker can cool down the system (see NetSec, page 96) but if they are detected it will lead to significant consequences.

Sentience Engine: The Sentience engine of an AI is a vast piece of computing might. While not all intelligences are created equal, networks possessing one or more of these nodes has the capability to make active decisions about its wellbeing both physically and digitally. If a NetSec node goes into alarm the Sentience Engine will deploy a hacker token of its own, which will make its way to the NetSec node and begin to proactively target the hacker.

NETWORK HACKING

At the start of any hack the hacker must tell the Director the approach that they wish to use. There are two approaches: Fast and Slow. While the approach doesn't impact the procedure of the hack it can have ramifications for the hacker if they are too hasty or indeed, too slow!

Once the approach has been determined the Hacker executes a Vulnerability scan. This is a Computer Skill Test where the goal is to find a vulnerable I/O port and access the system.

The hacker makes a Computer Skill Test against the network's Encryption Value to test the system. It takes one combat round to execute a vulnerability scan and the results depend on the approach. If the character uses a Slow approach then they will discover a number of I/O ports equal to the progress rolled, starting with the Primary I/O port which will allow the hacker to access any one of them by placing their token on that node. A failed roll allows access through the Primary I/O Port and triggers NetSec (see NetSec on page 95). A serious failure means that the hacker has yet to find an I/O port and while they can take an action to try to access the system again, they will find NetSec on Red alert and already starting to shut down the system. If the hacker rolls more successes than there are I/O ports they start to raid the system from their choice of I/O port and gain progress equal to their total successes less the number of I/O ports. This progress can be immediately used.

A hacker that prefers the fast approach, stops looking once they find an I/O port and immediately starts to raid the system. Instead of selecting the best available I/O port they start at the Primary I/O port and all additional successes become progress. Failures when trying the fast approach are the same as Serious failures when following the slow approach. Serious failures when following the Fast approach will cause the entire system to deploy countermeasures. This activates NetSec and gives it an immediate free turn to burn its surrounding nodes.

Once the hacker has gained access they can Raid the system. Raiding the system is accomplished with progress and the hacker can at the start of each turn make a computer test against the networks encryption value to gain more progress. Progress can be used in a number of ways. If the computer test is failed at any point NetSec is alerted.

BRUTE FORCE HACKING

Hackers prior to rolling a Skill Test can throw caution to the wind and declare their intent to use Brute force hacking. By using efficient, blatant, and brutal methods they eschew subtle action for immediate results. After a successful Skill Test



the hacker gains 1 additional progress to use as they see fit. Once the hacker's action concludes NetSec gains 1 progress even if the Skill Test failed. If NetSec wasn't activated previously, it's active now.

PROGRESS SPENDS

SECURE LOGOUT: By spending 1 progress the hacker can securely log out so long as they have a clear path between them and an I/O port that they have accessed. At this point, hacking is ceased and the hacker's tracks are covered, meaning they need not fear discovery by NetSec.

EMERGENCY LOGOUT: If the Token is cornered by Burned nodes and unable to trace a clear path to a Captured I/O Port, the hacker can perform an emergency logout. Hacking is ceased, and NetSec will communicate the hacker's physical location in X minutes, where X is the number of nodes between the Token's last position and the closest Burned node plus the amount of progress the hacker has when they log off. Time to relocate!

If a hacker's token is on a node that becomes burned they are dumped. Dumped hackers lose all progress and will find Skynet forces upon them in 1d10-2 rounds.

GRANT ACCESS: By spending 1 progress in a node, the hacker can grant access to another hacker. This treats the second hacker as if they had visited that node normally.

CREATE BACK DOOR: The hacker discovers or creates a pathway through the node their token is currently in. This allows them, and any other hacker they grant access to move through the node even if NetSec has burnt that node. The pathway is drawn on the network diagram as a standard pathway. Creating a back door costs progress equal to the total progress cost of the pathways to and from the node in question.

MOVE TOKEN 1 progress: The hacker moves their Token freely along pathways containing only Captured nodes and places it on any Captured node of their choice.

CAPTURE NODE: The hacker infiltrates the network by Capturing nodes along chosen pathways. This requires progress equal to the pathways connecting the target node to the node with the Hacker token on it.

SECURE NODE: The hacker beefs up the security of the pathways leading to the node. For every 2 progress spent the hacker can increase the strength of 1 pathway leading to the node their Hacking token inhabits. The extra line is drawn on the AD which will impact all hackers seeking to use it including the hacker spending progress on this effect. In addition, a circle is drawn around the node which has been secured and when NetSec approaches this node it can move through the node to burn other nodes but cannot burn the secured node unless directed by a hacker in the NetSec node.

EXPLOIT: If the Token occupies a Captured Subroutine, the hacker may Exploit that Subroutine instead. The cost in progress will vary but most exploits cost 1 progress per turn. (Launching Nukes requires 30 progress.) When a hacker Exploits a Subroutine, ask the player what they want to achieve and use the Standard Effect listed in the scenario notes as a guideline to determine the Skill Test, as well as the type of success required. Always keep an open mind and encourage, rather than stymie, creativity at the table.

Exploit always uses the skill of the network's peripheral and not that of the hacker. If the hacker wants to Actively control a peripheral they can do so but cannot do this with progress. They will have to take a regular action and use the peripheral during that action.

OPTIONAL

Directors that want to allow players to engage with the real world in a more fluid way might choose to charge more progress (1-2 additional points) and let the hacker make the test using the skill they feel is most appropriate.

DIRECTOR'S NOTE: You can give subroutines higher than normal encryption values or require a different Skill Test is used e.g. Technical – Electrical to reroute power, Demolitions to initiate the self-destruct charges or Support Weapons to shoot a turret's weapons. As always, a failed Skill Test triggers NetSec to investigate the malfunction, but unless a serious failure was rolled, or the desired effect lies completely outside the Subroutine's Domain, the player's intent will manifest.

NETSEC RESPONSE

At the start of a hack, NetSec is Dormant. Once triggered (usually by a failed Skill Test) it responds to the intrusion by spreading through the network to locate the Hacker's Token while turning other Subroutines to its advantage. Once awoken NetSec gains an action every turn. During it's turn NetSec can Spread and Exploit.

NETSEC ACTIONS

SPREAD: Spread is unlike the movement of a hacker in that it is slower to move in one direction but faster at covering multiple directions. When NetSec spreads, it Burns all nodes currently adjacent to a previously Burned node. Nodes that have been secured are considered Burned for the purposes of further spread but are not otherwise impacted. If NetSec gains any progress from any source it can spend 1 progress to burn 1 additional node adjacent to a burned node.

EXPLOIT: Exploit is the same as the hacker action of the same name, every subroutine that becomes burned is immediately Exploited as NetSec sees fit. NetSec can then activate the subprocess as if it had paid 1-2 progress to do so. If a hacker is present in the NetSec node they can provide NetSec with progress to activate even more complicated subroutines.

CO-ORDINATED CONTROL

A hacker that is coordinating NetSec from within the NetSec node can spend Progress to control NetSec. On the hacker's turn they can make a computer test against the network's encryption value and provide NetSec with progress, which NetSec must immediately use. NetSec cannot store progress. The hacker can usually direct how NetSec will use this progress but there are a couple of unique options only available from the NetSec node.

Stand Down: Hackers may choose to cause NetSec to stand down in a particular node. To do this, 2 points of progress must be spent to temporarily remove NetSec from 1-2 nodes of the hacker's choice. NetSec will propagate again at its earliest convenience meaning that hackers looking to secure a node should endeavor to keep NetSec a couple of nodes away avoid immediate overrun of the node.



Burn Secure Node: A hacker can direct NetSec to burn a Secured Node. The hacker must spend progress equal to the strongest pathway connected to that node at which point, if it is in proximity to a burnt node, it will be burnt when NetSec next propagates.

DIRECTOR'S NOTE: Burned nodes are impassable to all Hacker Tokens and can no longer be Captured. When a node is Burned it is no longer considered Captured. If the Token's current node is Burned, the hacker is immediately dumped (see Emergency Logouts, page 94). If a Subroutine node is Burned, it is immediately exploited by NetSec. While the NetSec node propagates NetSec throughout the network, the NetSec node itself counts as a Secure node.

HOPE POINTS AND EXPERIENCE

Characters aren't static. They go through the wringer and come out changed. Sometimes this is for the better, often the worse, and usually a combination of the two. In the Terminator RPG we use two elements to showcase these moments of change. Hope, which symbolizes a character performing at their utmost, and Experience which symbolizes the growth that happens when we integrate the hard lessons of life into our day-to-day.

HOPE POINTS

DIRECTOR'S NOTE: Awarding Hope Points.

Hope Points are earned during the game session and at the culmination of any mission. While the feats enabled by Hope Points are extremely powerful, they are deliberately rare. If a movie has an awesome moment, where the audience willingly nails suspension of disbelief to the floor, it's a Hope point moment. Making these points overly accessible defeats the point. Hope points are a valuable resource that must be managed carefully.

As such, it is important to note that the points below are not times that a character will earn a Hope Point, rather they are times that the Director may award a Hope Point. It is entirely acceptable to award only 1 Hope Point every few gaming sessions if the Director so desires.

Also, while it should go without saying, a Hope Point should never be awarded for an action that was only possible due to the character spending a Hope Point in the first place.

The Director can, at their discretion, award a single Hope Point to the relevant category when any of the following occur:

- When an unbelievable success (4 or more skill dice successes) is earned during a skill roll, without the use of a Hope Point. This represents the character having achieved something so impressive that the cameras take note.
- When a serious failure involving 4 or more skill dice failures is earned during a skill roll. This represents the highly skilled character learning



from their dire mistakes and salvaging some element of pride from the serious impact of their failure.

- When the actions of a character lead to any moment that could be considered truly cinematic. The Director is the final adjudicator for such actions.
- When a Character dies, so that they can take that one last action.

USING HOPE

Hope Points add a strong cinematic feel to games of Terminator. Given the cinematic heritage of the franchise, it seems only right that the players are able to recreate those awe-inspiring moments that make for unforgettable action. These feats are made possible through a character's Hope Points – a pool of available points that can be spent during the game session.

Hope Points belong to one of three categories: **Body**, **Brain**, and **Bravado**, with each of the categories being tied to a pair of stats, for example, the Body category covers both STR and DEX.

At any time during a game, with the Director's approval, Hope Points may be spent to perform a Feat, with each Feat having its own stated cost. Feats represent great cinematic moments that are awe inspiring and help create spectacular action, reveal great secrets, or allow a character to clutch victory from the jaws of defeat.

DIRECTOR'S NOTE: These feats are not a declarative list. Players should feel welcome to suggest other spends, and the Director should consider these based on whether they would fit the feel of a Terminator movie.

Players have access to all Feats regardless of their chosen role, though many may only be triggered in specific situations as detailed.

Alternatively, when declaring actions, a point of Hope can be spent to perform a regular action. The Director has final say over which type of Hope must be used but should consider which STATS are being used by the PC at the time or simply give the Player the choice.

BODY

FEAT	COST	RULES
Go Crashing In.	1	Extreme bravery can lead to extreme measures, including charging ahead of the pack. This feat may be used when bursting into a room or environment alone, with no prior knowledge of what may be inside. The character gets a single charge or ranged attack action before the first Combat Round begins.
How Did You Hit That?	1	Sometimes the most seemingly impossible shot can strike its target beyond all odds, passing through windows and finding the tiniest crack in cover. Remove all negative modifiers to hit from any ranged attack. May not be used with Suppressive Fire or Dual Wielding.
Impossible Feat.	2	When faced with a physical situation that would otherwise be seemingly impossible, the character experiences a sudden rush of adrenaline, allowing for incredible feats. Using this feat allows the character to jump a gap between rooftops, smash through a wall, avoid a speeding vehicle or scale the face of a building that seems impossible to climb. This feat should be used only to remove the character from serious danger, such as when outrunning a Terminator or creating an escape for their squad.
It's Only a Flesh Wound!	2	The character manages to somehow avoid damage that looked to end them. This feat may be used after receiving damage that inflicts a wound. The wound is ignored and regardless of the damage inflicted the character loses just 1 Hit Point. This feat may not be used to reduce damage that would otherwise kill the character.
Tear Right Through Them.	1	When faced with a life and death encounter, sometimes the might one can muster from only their hands is beyond compare. This feat may be used when a hand-to-hand attack inflicts a wound. The target instantly loses an additional 4 Hit Points.

BRAIN

FEAT	COST	RULES
Done!	1	"How did you do that so fast!". When the pressure is on it's amazing how fast things can happen. Use this feat to achieve a complex technical task in half the time it would usually take. This can be anything from repairs and computer work to disarming a bomb.
Everyone deserves a second chance.	1	...and second chances make all the difference. Use this feat after failing any KNOW or CONC-related Skill Test. The character may immediately make a reroll. No roll may be rerolled a second time by using this feat again.
I Just Read About That Yesterday!	1	It's amazing how coincidence plays its part. Use this feat before attempting any KNOW-related Skill Test with a difficulty of Complex or lower. The Skill Test is automatically passed with no roll required and is considered to be a 'Solid Success'.
Lucky Guess.	2	Sometimes blind luck is all it takes to solve a problem. Use this feat to apply a character's full FATE stat (regardless of their current FATE value) to any KNOW or CONC-related Skill Test without spending any FATE points.
Moment of Inspiration.	2	When a character finds themselves in a dead end with little time to reflect, true inspiration can be found. A character may use this feat when they are truly stuck or out of options. The Director should consider this a sign to provide guidance to the player(s), giving them the answer to puzzles they can't solve, or highlighting important evidence they may have overlooked, or simply to move the story on in a way that is extremely positive or beneficial to the character.

BRAVADO

FEAT	COST	RULES
Charming Smile.	1	This feat represents a brief moment of pure charisma, smooth talking and a smile that could win even the frostiest of hearts. This feat may be used to add +2 to all dice during any CHA-related dice roll.
Come and Get It!	1	The bravest act is one that puts yourself in the line of fire for the benefit of others. Use this feat during combat after all combatants have declared their actions. Any opposing combatants that have elected to attack during this round must direct their attacks towards this character. If they are out of range, they will instead move or charge towards this character.
Lead From The Front.	1	Being the hero can bring great rewards. Use this feat when leading others into a dangerous or hostile situation. The character using this feat must lead by example, ahead of the group. Any subsequent Leadership Skill Tests are automatically passed with no roll required and is considered to be a 'Solid Success'. Additionally, all those being led are considered to have +2 COOL (up to their usual stat maximum) for the duration of the encounter.
Pure Grit.	2	The character summons up all their willpower facing whatever Skynet has to throw at them. A character may use this feat to remove all ongoing effects of Fear and Willpower, and to make themselves immune to those effects for the duration of the current encounter/scene/situation. The Director gets the final say on the duration of this feat.
Hero of The Resistance.	2	Word spreads of a hero's accomplishments. This feat may be used to tip the balance when dealing with other Resistance members, particularly those high up in the chain of command. This feat is designed to change the way things would usually play out, granting the character anything from a commendation to an insight to the bigger game plan concerning Skynet. The use of this feat may only be done with the Director's approval.

EXPERIENCE POINTS

Directors have the option, at any point, of allowing a character to spend experience points. Usually, this will happen in downtime, but as this is an abstraction of player learning it doesn't have to be the case. So long as the improvement comes from a logical series of events. If the players have the XP to improve they can do so. This comes with 2 caveats.

A player should not hold up the game with multiple experience spends. Only one spend per session is recommended and this spend should not be made in the middle of combat.

A player should be able to improve as many stats and skills as they like during downtime, but each should only be improved by 1 rank.

DIRECTOR'S NOTE: Each character that took part in the game session typically earns two experience points. The Director may award an additional experience point, per player per session, but is advised to do so sparingly.

These should be awarded to those players who really earn them, either by doing great things, by taking risks, or by repeatedly succeeding against all odds. Note that great play is contingent on the player involved. A loud enthusiastic player should not be awarded for being talkative, but a shy one engaging with the game should!

As an option, the Director may ask the players to determine the "moment of the session" where a player really stood out, and not just because the dice love them. These players are awarded another experience point.

Once awarded experience points are recorded on the player's character sheet.

SPENDING EXPERIENCE POINTS

During downtime a character may spend any experience points they have earned to learn and improve. Typically this means changing the ranks they have in stats and skills.

Stat Improvement Costs: Stats may be improved by paying the required cost. Improving a stat by one rank costs five experience points, plus a number of points equal to the character's current rank in that stat. A character's stats

can't be improved above their role's stat maximums. When a Stat is improved the character should also check their figured statistics. Note, if this change means a character is no longer affected by a condition, including death, this is quite alright. They've fought back from the brink in a suitably cinematic way.

EXAMPLE: A character wants to improve their CONC from rank 3 to rank 4. The cost to do so is five + their current rank of 3 = 8 experience points.

When a character's STR is improved by 1, their Hit Points will also be increased by 1. In the same manner, when a character's KNOW or COOL is improved by 1, their Willpower will be increased by 1. These increases are free and take place immediately.

SKILL RANK POINTS COST

New skills are usually only learned in downtime. The character must have taken the time to have studied and practiced the basics, or more likely, attempted the skill untrained in the previous game session. Purchasing a new skill at rank 1 always costs two experience points.

Likewise, existing skills should only be improved if they were used during a recent game session. Improving an existing skill by one rank costs two experience points, plus a number of points equal to three times the character's current rank in that skill.

Characters, once generated, are no longer restricted to keeping their Skill ranks at or under the associated Stat.

Skills are only limited by a character's stat ranks during character creation, after this time skills may be increased freely.

EXAMPLE: A character wants to improve their Detect skill from rank 2 to rank 3. The cost to do so is two + three times their current rank of 2 = 8 experience points.

MASTERING A SKILL

Mastering a skill and obtaining rank 4 in it is a special matter. It is an improvement only allowed at the Director's discretion and should only come on the back of significant downtime measured in

weeks or months. There may well be a cash cost to cover the training required, a special task that must be undertaken, or indeed a special teacher that must be found. Hell, it might be all of the above. As such, obtaining certain skills at such a high rank may be very challenging. The following table displays all the costs for ease of reference.

TRAIT POINTS COST

While Traits don't tend to change, characters can, through good roleplaying, be awarded new traits or be allowed to augment existing traits. If the Director opts to allow a character to pay experience points on a Trait, the cost of improving depends on whether the trait is positive or negative. Where a trait is positive the cost is that of raising a skill. Where a trait is negative the cost is detailed in the table below.

EXPERIENCE COSTS TABLE

INCREASE	FROM RANK	COST	FROM RANK	COST
1 Stat.	0 to 1.	5	1 to 2.	6
	2 to 3.	7	3 to 4.	8
	4 to 5.	9	5 to 6.	10
1 Skill.	0 to 1.	2	1 to 2.	5
	2 to 3.	8	3 to 4.	11
1 Trait.	-3 to -2.	8	-2 to -1.	5
	-1 to 0.	2	0 to 1.	2
	1 to 2.	5	2 to 3.	8

AFTER THE FIGHT

DOWNTIME AND RECOVERY

After every conflict comes time to reflect, tend to the injured, and steel yourselves for the fight ahead. Depending on how much time the characters have, they might begin the next conflict "fighting fit" or hanging on by a thread. The rules here will help the Director determine where the characters stand.

DOWNTIME

Between game sessions a few things need to happen. Unlike many other RPGs, Terminator has very little post-game admin - we'd much prefer you spent an extra 10 minutes playing the game. When this break between sessions occurs it is known as downtime; a period of time for characters to recover, relax and rearm.

The following process is designed to draw a line under the current scenario in preparation for the next. It is always suggested that game sessions end at a natural break, typically the completion of a scenario or when the characters have the opportunity to rest or sleep for any length of time. Should a suitable break not present itself and a game needs to be 'paused' mid-action then it is suggested that no downtime should occur. It is therefore possible that downtime may only happen every 2-3 game sessions depending on the story and how cruel the Director is feeling.

When downtime does occur, the following simple steps are taken in the specified order:

1. **Experience points are awarded and spent:** While this is covered in Hope Points and Experience (see page 96) the Director should remind the players that they can spend their Experience points.
2. **Replenish FATE:** Each character's FATE statistic is replenished to its default value.
3. **Characters can heal:** Depending on the amount of time specified for downtime, a character may heal some/all of their injuries.
 - An overnight stop lets the Characters heal 1 wound and clear any conditions that affect them. This is in addition to any Hit Points healed through medical intervention.
 - If the stop provides access to medical equipment or trained medical professionals (perhaps even a party member), then the Director may allow for further healing at their discretion (see Medical Intervention on page 102).
 - For downtime that represents a week or even longer (typically after the completion of a larger story arc), the character may fully heal all wounds, Hit Points and conditions to represent them seeking out the required medical attention.

- It is suggested that characters should be made to seek out medical help, which they may have to pay for, to heal during downtime if they are not suitably trained in the Medical skill.
4. **Regain Willpower:** In addition to healing their wounds, characters are assumed to be getting a good night's rest. Consequently they can regain 3 Willpower per night and clear all Fear effects.
 5. **Resupply:** Optionally a character may buy or otherwise seek out new equipment, ammunition, repairs etc. This stage only occurs during longer downtime stopovers where the character could feasibly go out to obtain such items. Characters are unlikely to have a great deal of ready cash and so the Director may require Streetwise(KNOW) Haggle(CHA) or similar tests to acquire the necessary goods.
 6. **Repair:** Additionally, the Director may request that player's make Technical: Weapons skills rolls for weapons they used during the game session, with higher target numbers for those that were dropped or disarmed. While these are not compulsory, any failed rolls will give the Director an opportunity to make life difficult during the next game session, causing weapons to jam or break.

CAR REPAIRS

Interestingly enough, more than a few car owners feel the same about their rides, when technology needs repairs it is dealt with in much the same way as healing. When this section refers to healing the word repair can be substituted almost word for word with a couple of important Caveats.

Vehicles usually can't be repaired during combat and will require suitable tools and parts.

Repairs to vehicles are made with a successful Technical: Mechanical roll, with a target number determined by the Director, based upon the amount of damage the vehicle has sustained.

A failure means that no repair can be made by that character and they must take the vehicle to a specialist during downtime. If successful, in addition to the roll and access to the necessary tools, the repairs take time (typically 2-4 hours) and will require replacement parts, which will need sourcing.

HIT POINTS & WOUNDS

Where there is violence, there is death. A character's own health is something that should be regarded as paramount. With Skynet constantly looking to eliminate those who stand for the Resistance, it stands to reason that getting wounded may be something that everyone experiences at some point in time.

HIT POINTS

The most obvious measure of a character's health and well-being is their current Hit Points total. When a character is created, they determine a maximum value to their Hit Points. This value is decreased as damage is sustained through a game session and increased again, up to its maximum, as characters heal.

If a character's Hit Points value ever reaches 0 they are dead. Additionally, when a character's Hit Point total drops to fewer than 6 they gain the critical condition (explained under "Conditions"), until their Hit Points total is returned to 6 or greater. For each rank the character has in the Endurance skill, the Hit Points total required to gain the critical condition is lowered by 1 (so a character with two ranks in Endurance, won't gain the critical condition until they have 4 Hit Points remaining).

WOUNDS

Wounds represent lacerations or penetrative damage that is more grievous than typical injury. Wounds are caused by damage to the limbs or head, or from a single attack that causes a character to lose more than 50% of their remaining Hit Points.

A character may have at most 6 wounds. When a wound is taken, it should be noted on a player's character sheet by ticking the box next to the wounded location. Each location may have at most one wound. Wounds can be inflicted to the head, torso, left arm, right arm, left leg and right leg.

Any character with at least 1 wound receives the bleeding condition until all wounds are removed. Wounds can be healed with medical intervention.

Wounds to the arms, legs and head come with additional implications as specified under "Damage Modifier – Margin of Success". If at any time a character has 6 wounds, they are instantly killed regardless of how many Hit Points they have remaining.

CONDITIONS TABLE

CONDITION	RULES
Bleeding	A character that suffers wounds will begin to bleed. A bleeding character will lose 1 Hit Point every 20 minutes until the character has healed all wounds. Bleeding remains the same regardless of the number of wounds a character suffers. A character with the Hemophilia illness trait will lose 2 Hit Points every 20 minutes from bleeding. Bleeding ignores armor and is removed with medical intervention.
Burning	Fire causes items to ignite and burn for a length of time. Burning causes 1 AD to any armor every minute that it burns. An unarmored target that is set alight will lose 2 Hit Points every 30 seconds until the fire is extinguished. Burning is removed by extinguishing the fire.
Critical	A character who is critical has suffered major damage and is close to death. While a character has the critical condition they receive the following penalties: -2 STR and DEX -1 CONC and COOL May not move faster than their Closing speed. These penalties are removed as soon as a character regains sufficient Hit Points.
Immobile	Becoming over encumbered or through certain in-game effects, a character may become immobile. An immobile character may not move or perform any actions other than those which will serve to set them free, such as wriggling out from under great weight. Becoming immobile due to over-encumbrance may cause other effects, as discussed under "Encumbrance". Immobile is removed by being freed from whatever has caused the condition.
Prone	A character is considered prone if they are knocked over or find themselves on the floor through effect rather than choice. Someone crawling, hiding or laying voluntarily is not considered to be prone, though someone who has been thrown, fallen or knocked down is. A prone character suffers a -1 modifier to all dice for any Skill Tests they undertake. Prone is removed with an auxiliary action during combat to regain posture or to stand. Outside of combat, prone may be removed automatically providing it is possible for the character to stand.
Stunned	A knock to the head, as well as certain other circumstances can lead to a character becoming stunned. A stunned character will feel dizzy and react slowly to situations. Anyone with the stunned condition is automatically considered to have the lowest Initiative Value of all combatants, selecting actions and acting simultaneously with other stunned characters. Additionally, a stunned character may move no faster than their Closing speed and suffers a -1 modifier to all dice for any Skill Tests they undertake. Stunned is removed with medical intervention, certain drugs, or with at least 6 hours' rest.

CONDITIONS

Certain occurrences can lead to characters suffering from additional lasting effects. These effects are known as conditions and use the rules listed in the table above.

HEALING

Characters may get hurt in the line of duty, but they can also tend to those wounds, rest up and heal their injuries. The primary ways in which a character can regain lost Hit Points and heal wounds during a game session are through Downtime or Medical Intervention.

MEDICAL INTERVENTION

MEDICAL KIT PROFILES

Like the weapons found in Combat, all Medical Kits have a profile. This profile determines how many Hit Points it can heal, how many times it can be used and any special rules attached to it.

The profile is deliberately patterned on a weapon profile with 1 specific and obvious difference: where a weapon inflicts damage, a Medical Kit heals it.

On a Successful Medicine test, the character rolls the Kit's Healing and compares the margin of success to the same bonus damage table used for attacks adding the bonus damage to the amount Healed. Like a weapon, there is a minimum amount of healing, and Uses score, and of course a Weight.

IMPROVISED MEDICAL KIT			
HEALING	MINIMUM HEALING	USES	WEIGHT
1d10-6	1	1	0
SPECIAL RULES			
FINGERS CROSSED	When attempting medical tests without a kit the character must spend an action prior to the test to put together this type of kit. Kits this weak can't be used to heal wounds.		

The most common way for a character to regain lost Hit Points is through medical intervention. Common Medical Kits are not too hard to come by, allowing for basic paramedical treatment out in the field. Each of these items will allow for the recovery of Hit Points and/or Wounds as specified on the item's description. To allow the game to flow smoothly, such medical treatments take effect almost instantly. Any margin of success earned during a medical roll can be used in the same way as a weapon might, though the damage bonus is applied to the amount of Hit Points healed rather than as damage dealt.

During the game session, it may also be possible to obtain external medical treatment from different facilities, such as hospitals, doctors, or even vets. Use of such medical facilities is at the Director's discretion and may come with a financial cost and time out (medical work can take anywhere from a few hours to a few days before the character is back on their feet). The Director is free to determine how effective such treatments may be and any side effects experienced by the user following their discharge.

As a worst case scenario a character getting a night's bedrest in a safe place will heal 2 Hit Points.

Whenever a character regains any Hit Points, heals any wounds, or removes any conditions, their character sheet should be immediately updated to reflect those changes.

RECOVERING WILLPOWER

As covered in Psychological warfare, Willpower is lost through physical harm and Fear. Recovering Willpower throughout the game session is possible in the same way as Hit Points, both in Downtime and through Recovery. The following Situations will allow characters to regain Willpower. Unless stated this is a recovery of 1 Willpower.

Kindness: A simple act of kindness from an NPC allows you to recover Willpower.

Motivation: When a character makes a successful Leadership Skill Test you can recover 1 Willpower for every success rolled.

Rescue: The moment when another character takes you away from the source of your fear allows you to recover Willpower.

Relief: When Fear wears off, usually after an hour, the character will recover Willpower.

Sleep: A night's bedrest in a safe place will allow you to recover 3 Willpower.

SAFE?

Safe is a relative term. A character may feel as safe inside a tent or under the stars as they do a house. More so if they have people keeping watch and know they can pack up quickly if needed. It's the feeling and rest that's most important here.

RECOVERING FATE

Fate is not normally replenished during an adventure. Like Hope it is a limited use resource and any fate awarded during an adventure should be for good reason. That said, if a player goes above and beyond when playing, and Hope would be too much of a reward, a point of Fate could be awarded instead. This is purely a matter for the Director to decide and one table's idea of fun will be different from another.

EQUIPMENT

Humanity is all but defined by the tools it keeps and the technologies it invents. With a potential play space that includes all of time, cataloging the potential equipment characters might own is a truly massive enterprise. A tool catalog might go 18 pages with next to no details beyond a picture and a price that in the grand scheme of things is only accurate for a month or so. The picture might only bear a passing resemblance to the product on the shelf. Consequently, the Terminator RPG doesn't aim to provide such a list. Instead, this book gives you the leeway to come up with the details. You can fill out generalized kits that someone trained in a skill might seek to employ. The Equipment in this section is generally organised by Skill but as always its utility is down to the Directors discretion.

COST, AVAILABILITY AND ENCUMBRANCE

The cost and availability of equipment are left entirely to the Director. Time, geography, legality, the prevalence of underground economies, cost, availability of credit, and the availability of currency are all factors—not to mention the existence of human society makes a simple accounting of equipment to be farcical. Remember that a time traveler will have nothing when they arrive.

What a character can carry is left to the judgment of the Director with a small degree of guidance. All items have a Weight (Wt.) category. Your character can carry items equal to their strength without flinching. For them, this causes no discomfort, and it is assumed that they can act freely while toting this sort of load. The character can carry twice this weight and still act, though it will impede some actions. Characters carrying this amount will find certain actions (acrobatics for instance) increase in Difficulty by +3. Beyond this, characters may, at the Director's discretion, be able to walk, but that's about it. The burden of the load is a distracting irritation interfering with everything from Detect to Knowledge tests. Many larger items are made to be carried by multiple participants. In this case, its effective weight

decreases by 1 per participant, though never to less than half, and only if there is a practical way to share the heft. It should be noted that 1) being able to carry something doesn't mean it's a dainty affair. Heavy items are painful to heft, requiring occasional breaks and changes in how the items are held 2) these rules apply to humans and pack animals only. Terminators and similar machines are essentially small forklifts and don't really care about weights. They tend to be optimally configured with equipment suited to their roles.

WEIGHT CATEGORIES

The Weight Categories are to be used as general guidelines for handling weight. The Director is the ultimate arbiter and can declare changes to any Item Weights as they see fit.

WEIGHT	ITEM
0	Lighter, pens, a clip of pistol/ rifle ammo, a handful of shotgun shells, knife, compact rations.
1	Average pistol, compact SMG, one-handed melee weapon, a light armored vest, Medical Kit, A support weapon's ammo belt, multiples of 0 Weight items (such as four clips of ammo or three grenades).
2	Average Rifle or SMG, Heavy Armored vest, large two-handed melee weapons, most simple kits.
3	Large caliber Rifle, Heavy Armored Vest, most professional kits.
4	Heavy Support Weapon.
5	Portable generator or similar, average size/weight human.
6+	Portable machinery, larger bodies (with a Terminator having a Weight of around 8).

There is no limit to how high a Weight can be, but as items like cars or static machinery can't be lifted by a single character, their Weight need not be considered.

POST-APOCALYPTIC ECONOMY

The Resistance has no time for the selfishness of capitalism. While such an economy has a place between institutionalized powers, the lack of such makes it obsolete. Now with the state of humanity, only the most basic of barter economies are possible. Even with a barter economy, it is more likely to be centralized trades between individual cells or armies rather than person to person.

To the resource-strapped Resistance, a soldier without a weapon is a soldier in trouble. Consequently, Resistance operatives with a surplus of weapons will be pressured to relinquish some for the cause. Maintaining discrete stashes of food, ammo, and the occasional weapon is always wise if possible. Though many soldiers take it too far and maintain private stashes hidden in the ruins. Keeping such a large stash is dangerous, as getting discovered to be a hoarder means you are less trusted by the group. Being prepared, regardless of whether they are in their home timeline or the miraculous bounty of the past is an ingrained priority. A member of the Resistance will often have a stash somewhere, whenever possible.

EQUIPMENT USES AND RULES.

Just like weapons that require ammo, some equipment has a limited number of times it can be used. The number of times it can be utilized is designated by the term: Uses. Uses are listed with equipment or kits to indicate that the equipment includes expendable resources that will need to be replenished. Each time such a piece of equipment is used it expends 1 Use regardless of whether the Skill Test is successful.

Once a kit is out of Uses it is only usable at the Director's discretion, usually with a penalty.

Most of the time, a Basic Kit has 1 Use, with more Advanced Kits having 3 or more. Basic Kits can be expended entirely to grant 1 Use to an Advanced Kit and it is common for characters to have both Basic and Advanced Kits.

Some Advanced Kits may allow the expenditure of multiple Uses to gain a Technology special rule.

Example: A Blowtorch can be used for Standard, Superior, or Superb Effect and has 10 Uses. (meaning if used in Standard fashion it could be used 10 times before it runs empty).

ACROBATICS, ATHLETICS, CLIMBING & SWIMMING EQUIPMENT

There is no catch-all set of equipment that can be used to facilitate acrobatic maneuvers or athletic activities. It is assumed that Resistance operatives wear clothing suitable for physical exertion in the environment they're stationed in (see Clothing page 108). This basic equipment offers no particular bonus, but characters who are inappropriately attired may find the difficulties for various physical activities and tasks increased by 1-3. Running in a three-piece suit and loafers is possible, but hardly ideal.

While the wrong clothing can be detrimental, characters might gain a benefit from other equipment during physical activities and tasks. Hand Chalk, Vaulting Poles, Climbing Kits and the like offer advantages to certain tasks.

HAND CHALK

Hand Chalk grants a simple +1 to Success dice when making an Acrobatics Test that involves grip, balancing on your hands, or similar feats. It is not recommended for infiltration as the chalk makes it very easy to gather forensic evidence. Indeed, using this chalk grants the acrobat's opposition a full extra Skill dice on their test to gather evidence.

VAULTING POLE

A Vaulting Pole increases the acrobat's capability to leap vertically. So long as the acrobat has a suitable run up the Vaulting pole will grant them 2 extra skill dice on their test but carrying the pole is hardly an easy thing. At 3 meters in length, moving quickly through and around obstacles can be all but impossible. The inconvenient length of the pole means that attempting most actions one-handed while trying to manage the pole will easily increase the Difficulty of a test by 3-6.

CLIMBING KIT (BASIC/ADVANCED)

Basic Climbing Kits have gone relatively unchanged for a hundred years. Consisting of crampons, rope, a hammer, spikes, and occasionally a harness or belt. When employed, Basic Kits grant the character a +1 skill success on their Climbing test. It's very rare for a Climbing Kit to exceed Weight 2. Basic Climbing Kits have 3 Uses.

Advanced Kits are a whole different kettle of fish. These kits feature pressure-launched grappling hooks, semi-autonomous winches, and joint assistance frames. Prior to the war, these were only available to specialist climbers. Advanced Kits are often Weight 2 and some can get heavier particularly if they feature oxygen tanks. While they can be used as a Basic Climbing Kit, Advanced Climbing Kits have 10 Uses and can also expend 3 Uses to gain the Superior Rule on Climbing tests.

DIVING GEAR

Starting with a Basic Dive Set—snorkel and flippers, Diving Gear offers quite a selection of technologies. The most common Diving Gear is a Wetsuit and Scuba Gear. Scuba Gear grants the diver the Superior Rule when swimming for depth or distance. When trying to outpace an opponent, the best tool to pair with your Scuba Gear is an Underwater Scooter (see page 126). Scuba Gear tanks generally have 1 hour's worth of air in a single tank. Multiple Scuba tanks can be taken, though doing so might encumber the diver.

ANIMAL MANAGEMENT

Animal management requires some sort of reinforcement. This might be positive, such as animal treats, or negative such as containment cages, restrictive leads, or even muzzles. Ultimately the closeness of the relationship between the animal and its handler will determine how intensive this equipment needs to be, lasting affection is often a better control tool than the thickest bars. If a character has an animal partner it is assumed that they have the control equipment they need to keep them on track.

ANIMAL CONTROL KIT

An Animal Control Kit is a simple affair individualized to the animal it is designed to control. It includes food and long-term shelter which in some cases may be better than that available to the handler. But it's not all benevolent. An Animal Control Kit will include harnesses, leads, and in extreme cases irritants and protective clothing. Without an Animal Control Kit controlling a feral or panicked animal is all but impossible and controlling a domesticated animal may increase in difficulty. Animal Control Kits come with 3 Uses, representing treats and other disposable elements of the kit.

HUNTING LURES & TRAPS

While the use of traps is explained under the Demolitions skill, when hunting prey Animal management is the skill used not only to catch and kill the prey but to butcher it as well. A good selection of lures and traps makes the hunt much swifter, doubling the successes rolled by the hunter.

Hunting is governed by the skills Animal Training or Survival with Skill Test Difficulty determined by the prevalence of prey. Tests are usually Challenging (8 is a common Difficulty). A success will provide food equal to one small meal. Every additional success will double the food provided.

EXAMPLE: A character uses Lures and Traps to hunt prey. Rolling 4 successes on the Survival Skill test the hunter is able to gain $1 \times 2 \times 2 \times 2 = 16$ small meals.

ANIMAL PARTNERS

The three most common types of animals used by the Resistance are; Dogs, Primates, and Ferals. Each offers unique challenges and benefits with geography being the main reason that any choice is employed. Attributes for these animals can be found below.

DOGS

Oldest of humanity's companions and most trusted in the fight against the machines, even the most powerful hound can do little against the steel construction of one of Skynet's proxies. Where hounds do come to the fore is in detecting Terminators. Firstly, Terminators and indeed all cyborgs have a distinctive scent that is markedly dissimilar from that of regular humans. Secondly Terminators have a different auditory profile from regular humans. While the capacities of individual breeds vary, these distinctive qualities allow canines to detect Terminators on a Difficulty 5 Detect Skill Test. In addition to being one of the more useful animals to keep as a companion, dogs are one of the easiest to control and can be trained to understand and obey verbal commands.



DOGS			
STR	DEX	KNOW	CONC
2	3	0	1
CHA	COOL	FATE	INITIATIVE
0	2	0	5
HIT POINTS	WILL POWER	CLOSING	RUSHING
10	6	3	7

SKILLS	
Athletics: 2	Detect: 3
Endurance: 2	Stealth: 1
Tactics: 2	Tracking: 2
Unarmed Combat: 2	

SMALL PRIMATES

In regions where dogs are less available, small primates have been used to pick up the slack. While they don't react as aggressively as dogs, they will flee when they detect a Terminator. Alas many will flee at a drop of a hat making this a less reliable test utilizing more animals for lesser results. Primates can detect a Terminator on a Difficulty 11 Detect test and are usually kept in small packs so that they have a better chance of spotting the Infiltrator. Primates can be an utter nightmare to control and while some claim that they have domesticated them, primates will only listen to the commands of very select individuals and can be creative in following commands.

PRIMATES			
STR	DEX	KNOW	CONC
3	3	1	1
CHA	COOL	FATE	INITIATIVE
1	2	1	4
HIT POINTS	WILL POWER	CLOSING	RUSHING
8	7	3	8

SKILLS	
Acrobatics: 3	Athletics: 3
Detect: 2	Endurance: 1
Melee Weapons: 1	Sleight: 1
Stealth: 1	Unarmed Combat: 2

FERALS

There are a lot of animals that have been traumatized by the apocalypse. They might have been household pets one day and forced to survive the next or they might never have been domesticated and now serve to remind humanity that not all nightmares are made of metal. Communally these creatures are called Ferals. You don't pet a feral, you don't invite them into your home. If you somehow connect with one, you feed them every day, even when you don't eat yourself. But most of all you pray, because if you don't that's what you might become: prey.

FERALS			
STR	DEX	KNOW	CONC
4	3	0	1
CHA	COOL	FATE	INITIATIVE
0	2	0	6
HIT POINTS	WILL POWER	CLOSING	RUSHING
12	8	3	8

SKILLS	
Athletics: 2	Detect: 3
Endurance: 2	Stealth: 1
Tactics: 2	Tracking: 2
Unarmed Combat: 2	

ANIMAL WEAPONS

ANIMAL TEETH/CLAWS			
DMG	MIN DMG	AD	WEIGHT
STR-1	2	1	n/a

RULES
Using Teeth and Claws requires combatants to be extremely close, either as a result of a charge or by pressing up against an opponent.

ARMOR, CLOTHING & SURVIVAL KITS

One basic fact that separates humanity from machines is pain. We feel it, they do not. Because we feel pain, whether, from the tip of a blade or the cold of the night, we protect ourselves from it. Clothing and the protection it brings often provide situational benefits.

The usefulness of clothing is often determined by the environment. If you are wearing clothing that makes you stand out in a positive way or negative way, it will garner attention. If your clothing blends into your environment, you can go unnoticed in a crowd or the wilderness. Looking like a hobo in a fancy restaurant will get the cops called on you. While dressing like a punk rocker in an 80s nightclub lets you blend in.

While the variety of styles of Clothing and Armor is vast, for simplicity Clothing and Armor are defined by three factors:

- The environment it is meant for.
- The weather it is designed for.
- If it has combat applications.

STEALTH & STREETWISE

Streetwise is the art of fitting in and it shares a lot in common with Stealth. Whether by wearing the wrong shoes in a rough part of town or a ghillie suit when sniping a target. When choosing garments a Director may require a Difficulty 8 Streetwise Skill Test to avoid standing out. Characters that stand out will find that they are easily remembered and hence easily tracked down.

STANDING OUT: A character might choose to stand out in a good way and the Director might allow a character to attempt a Difficulty 11 Streetwise Skill Test to do so. If this test succeeds, your choice of apparel grants a +1 bonus per success to either persuasion or seduction. The Director may choose to extend this to other skills.

Other than the social camouflage of Streetwise, a character looking to use Stealth will find a benefit from using actual camouflage. Camouflage is regionally specific falling into three basic categories—Dedicated, Appropriate, and Generic.

Dedicated: Is camouflage made with the express purpose of hiding a person or an object in a particular environment. When not in that environment, or when moving in the correct environment, Dedicated Camouflage only counts as Generic Camouflage. When immobile, Dedicated Camouflage will grant the Superior Rule on any Stealth(DEX) Skill Tests. While moving at Closing Speed it will grant the Superior Rule instead. Dedicated Camouflage has a Weight of 2-3.

Appropriate: This camouflage is what most people think of when they think of camo—The pattern is often vague enough that it can fit a bunch of different locales that all fit a general biome (jungle, forest, arctic etc.). A partial suit counts as Generic Camouflage but if a full set of appropriate camouflage is worn, it grants the Superior Rule to Stealth Skill Tests when stationary, and a +1 Bonus to the success dice while moving at Closing Speed. Appropriate Camouflage is often made of sturdy fabrics, usually counting as Light Protection (see below) and some types for colder environments may weigh as much as Weight 2.

Generic: This camouflage is essentially little more than dark clothing. It provides a +1 Bonus to the success dice when stationary and no bonus when in motion.

ENVIRONMENTAL PROTECTIONS

All clothing provides a modicum of protection. Even the tiniest, most lightweight clothing protects against the sun to a small degree and almost certainly helps with heatstroke. As with camouflage, clothing has a region/season they are best suited for and a set of regions/seasons that it will be adequate for as well. It should be noted that some environments may change radically over the course of a day rendering some clothing inadequate once the sun goes down.

The elements will cause damage over time. Exposure, while a character is garbed in Inadequate Clothing, will cause damage as per the table below. Exposure while garbed in Adequate Clothing will cause 1 damage every 8 hours. Exposure in Adapted Clothing will cause 1 damage every 12 hours. This damage can be healed using First Aid as normal.

HOURS OF EXPOSURE	DAMAGE
1 - 4	1d10-8 (MIN 1).
5 - 8	1d10-6 (MIN 1).
8+	1d10-4 (MIN 1).

The best way to avoid this damage is with a Survival Kit. Survival kits are regionally specific kits that function as Armor against Environmental Exposure. A Simple Kit has limited rations and provides PV 2 against Environmental Exposure for a day. This can be extended to a second day with an Exceptional Success on a Difficulty 11 Survival Skill Test.

A Civilian Survival Kit is suitable for a short camping trip in reasonable weather and provides a PV of 3 for the first day, a PV of 2 for the second day, and a PV of 1 after that. Civilian Survival Kits can be replenished quite easily so long as stores are open, which can extend the kit indefinitely. Each extra day of supplies will take up additional storage space. For people wanting to go truly off the grid an outdoorsman's survival kit is needed. An Outdoorsman's Survival Kit is much heavier than a Civilian Kit and includes two tents, tools for catching prey animals, digging latrines, and up to a fortnight's worth of MREs. An Outdoorsman's Kit grants a PV of 4 for an entire week and can be extended by another week with either a Difficulty 11 Survival Skill Test or the addition of more MREs (Meals Ready to Eat).

Should all else fail a character can attempt to make an Improvised Survival Kit. A Difficulty 8 Survival Skill Test will create an Improvised Survival Kit. An Improvised Kit will provide 1 PV which will last for 8 hours times the number of successes rolled.

SURVIVAL KIT	PV	LASTS	WEIGHT
Improvised	1	8 hrs. per success.	2
Simple	2	1-2 days.	1
Civilian (see above).	3	1-3 days.	2
Extra Rations.	-	1 extra day.	1
Outdoorsman	4	1 week.	3
MREs	-	1 extra week.	1
Weatherproof Structure.	6	1 week	Immobile

BIOLOGICAL PROTECTIONS

Gas masks and protective suits are valuable beyond measure when coming into contact with disease, radiation or poison. Protective suits, such as the NBC (Nuclear, Biological, Chemical) Warfare Suit must be worn over the top of any armor and any damage will cause such a suit to breach and will reduce its efficacy drastically.

When worn, each Biological Protection grants its rating to any Resistance Test needed to avoid a Toxicant subject to its protective type. Radiation

suits can protect against radiation, Biohazard suits can protect against poisons or diseases and gas masks— included in all suits—can prevent inhalation of toxicants. Every day of use without suitable cleaning and replenishment reduces a suit or mask’s rating by 1. If hit by a weapon any reduction in PV will reduce its rating by 1. Once PV is reduced to 0 any hit will reduce its rating by 1. Characters removing a suit must make a Difficulty 8 Medical Skill Test to remove it in the field without accidental infection.

ARMORS

TYPE	PV	RESISTANCE	WEIGHT	RATING
Biohazard Suit.	1	6	1	3
Gas Mask.	0	0	0	2
NBC Warfare Suit.	2	10	3	5
Radiation Suit.	1	6	1	3

LIGHT PROTECTION

Often not armor as per se, this includes sturdy protective clothing that can be commonly worn publicly at least some of the time. It includes everything from next-generation tactical clothing to biker leathers.

PARAMILITARY PROTECTION

Worn by police in tactical units or security forces in the worst places on earth these armors started as top-of-the-line combat armor and have since transitioned down the food chain to militarized police and security guards. Many militaries will still provide this to their line infantry though specialized roles such as special forces, door gunners or bomb disposal will probably have better gear.

HEAVY DUTY PROTECTION

If you’re issued this armor, your boss either likes you, or really, really dislikes you. When in Heavy Duty Armor you might as well write “please shoot me” on your chest. Heavy Duty Protection is the best armor available, consisting of heavy pads and a set of protective front and back plates.

REINFORCEMENT PLATES

Initially as subtle as welding a car door to your chest, reinforcement plates are metal or ceramic plates designed to put extra mass between your skin and inbound projectiles. Over time these transition from single plates in a pouch to multi-layered plates that clip on over the top of a regular uniform. The layering allows better mobility with the same protection.

ADVANCED COMPOSITES

As we move into the 21st century, reinforced fabrics become much stronger. These advanced composites replace some of the material used in armor making it both lighter and more protective. The lower weight allows for extra layers of protection. People used to the weight of a uniform feel a comfortable familiarity with the upgrade.

HELMETS

Helmets come in many styles from that of the construction worker to the soldier in battle, to the motorcycle courier. As such there are civilian and MIL-SPEC varieties. The big difference is Civilian Helmets are not designed for combat. A Civilian Helmet might limit the field of vision, lack a chin strap, and has no provision for night vision accessories.

TYPE	PV	RESISTANCE	WEIGHT	RULES
Light Protection.	1	6	1	Civilian Wear.
Covert Armor.	1	8	2	Concealable
Bulletproof Vest.	2	8	2	
Paramilitary Protection.	2	10	2	MIL-SPEC
Heavy Duty Protection.	4	12	3	MIL-SPEC
Reinforcement Plates.	+2	+2	+1	Supplemental
Advanced Composites.	+2	+1	+0	Supplemental, Concealable.
Helmet	+1	+0	+1	Supplemental, MIL-SPEC or Civilian Wear.
Reflective Coating.	+1	+0	0	Supplemental, Obvious, Counter Energy.

RULES FOR ARMOR:

CIVILIAN WEAR: This type of armor offers no bonus or penalty in social situations. It may stand out as an unusual choice of clothing but ultimately is considered normal-ish.

CONCEALABLE: This armor is sturdy but designed to be worn under jackets or in some very advanced cases T-shirts. It can be concealed, though a challenging Detect Skill Test will spot it as a passive test unless the wearer has a STEALTH skill of 3 or higher at which point the observer must have a DETECT skill higher than that of the wearer or take a standard action to observe them.

COUNTER ENERGY: This armor has a PV that is resistant to all forms of directed energy weapons. When attacked by plasma weapons its PV increases by 2 for a total +3. When attacked by laser weapons its PV increases by 4.

MIL-SPEC: This armor is completely unsubtle. Often dyed in black or camouflage and clearly makes the wearer stand out—which might indeed be the point.

OBLIVIOUS: This armor cannot be concealed and Stealth Skill Tests suffer a -2 penalty while wearing worn.

SUPPLEMENTAL: This armor is designed to be worn with other suits of armor, but can be utilized on its own.

COMPUTER

Modern computers have come a long way since their inception. Specific time periods determine what that era's computers are capable of. The mainframes of the 1950s are considered

obsolete calculators in the 1980s. Skynet's close to singularity levels of intelligence means that production devices of the 2030s dwarf anything even a year older.

Computer Skill Tests are not governed by how old the computer is, but by how up-to-date your Hacking Kit is. Use an app that's too big for an old machine and you risk crashing it and having to start again. Use a process that's too antiquated and you'll trip an alarm. It never hurts to have your own machine. Not every time period makes that possible. Portability sometimes means the computer will fit in a wheelbarrow. Sometimes it means it'll fit in a pocket.

A Basic Hacking Kit consists of a notebook, a pen—and whatever malware you can code in your spare time with whatever tech you're stuck with. An Advanced Hacking Kit has all the basics. The kit usually includes some sort of portable machine for the encoding of malware. Sometimes they even include specialized hardware that the hacker may have personally fabricated for the purpose (see page 91 for Hacking Rules).

HACKING KITS

A Basic Hacking Kit is a lightweight (wt. 1) kit that allows for Computer Skill Tests without additional bonus or penalty. Basic Hacking Kits have 3 Uses. Replenishing this requires an hour of dedicated quiet time on a computer, which is not a part of this kit. Once this time has been taken, the hacker can make a Difficulty 11 Computer Skill Test with every success replenishing 1 Use. Increasing this kit beyond 3 Uses is not possible.

HACKING KITS

An Advanced Hacking Kit consists of a Basic Hacking Kit as well as a computer and tools suitable for electrical engineering. Heavier than a Basic Hacking Kit (wt. 3+) it allows the hacker to expend 3 Uses on Hacking Tests to benefit from the Superior Rule. It also includes a computer that gives the hacker the opportunity to replenish Uses. The Advanced Hacking Kit has 6 Uses.

DEMOLITIONS

There are two important parts to demolitions equipment, the first is an Activation/Deactivation toolkit. While this should consist of numerous tools, Dark Kevlar bags, suits of heavy armor, and robotic assistants the Resistance usually has to make do with a “Miller bag” consisting of a repurposed light sleeping bag to keep light away from the internals of the bomb, a screwdriver and a pair of pliers. Demolitions experts tend to expand these bags into custom kits of their own preferred tools, timers, and triggers. These “Tradesman Bags” can feature some truly unique pieces of kit and it’s not uncommon to see Terminator sensory technology lurking within. The second part is the payload. This can be anything from simple Molotov cocktails to the most advanced Plasma Charge.

MILLER BAG (BASIC A/D KIT)

A Miller bag allows for Demolitions tests without additional bonus or penalty. Booby traps set up without this are much easier to locate granting a -2 penalty to attack with them. Miller Bags have 2 Uses.

TRADESMAN BAG (ADVANCED A/D KIT)

A Tradesman Bag has a wealth of tricks available to it. It has 6 Uses and when employed can make traps much harder to spot. Traps set up with a Tradesman Bag gain a +2 modifier (see page 81).

DEMOLITION PAYLOADS

Payloads are the sharp end of the demolition stick. Some can be thrown at an opponent, others fired, and others simply set in place. The Demolitions skill tends to assume that the payload will be placed and activated from a distance. Where this is not the case, the attack roll is made using the appropriate skill. The options (Placed/

Thrown/Fired/All) are mentioned with each example payload. Example Payloads can be found under Explosives on page 132.

DETECT

The Detect Skill benefits from multiple different technologies which can enhance sight and hearing. Sight can benefit from telescopic magnification, night vision, or even thermographic imaging. Hearing can be projected at a distance, modulated to hear extended, particularly ultrasonic, frequencies, or even simply just boosted to hear quiet noises. These technologies come in a variety of packages from flashlights to goggles to telescopes to directional antennas. Usually, these devices are fairly light (Wt. 0-2) even if combined in some common housing.

Detect is usually affected by distance and obfuscation, with observing further away targets more difficult than observing more local phenomena. Equally observing camouflaged objects is harder than brightly colored ones. Detect-based technologies serve to mitigate these factors essentially turning night-to-day or bringing a distant event into proximity. This can be particularly important when dealing with traps. (see Traps on page 80.)

LIP READING & OTHER TESTS: The technologies that aid Detect Skill Tests can aid other tests as well. Any test that might be penalized in a similar way, such as lip reading, or ranged combat may well find these tools useful.

DRIVE

The benefits of this skill and its related equipment is covered in the Vehicles Section on page 123.

EDUCATION, LORE, & SCIENCES

Education is a very varied skill and includes multiple subjects. The equipment that can assist in Education Skill Tests is usually some sort of library. This might be a digital database of specialist journals, an old school bricks and mortar library or simply a bookcase of specific volumes. A common public library is basically a series of single-shelf libraries covering multiple topics. For general ease, libraries are classified as Small, which covers such a shelf of books. Medium, which would be more akin to a large

city's biggest library, and Large; which would be an academic institution's dedicated research library. Likewise, most sciences only truly benefit from a laboratory. For Simplicity, the two are bundled together as Libraries, even if they look & function very differently in reality. Laboratories often have attendant field kits which are needed to collect and maintain evidence. These kits are usually dedicated to a specific science, are Wt. 2, and can be used to make Skill Tests in the field with no bonuses.

Libraries don't tend to utilize Uses in any meaningful way, but each provides a distinct advantage if the researcher has time enough to exploit it. All libraries allow a character that has failed an education check in the field to reroll that check after 30 minutes of research. Further benefits when researching a topic known to academia are dependent on the time taken as follows. If there are time constraints a larger library can use the capabilities of a smaller one.

TYPES OF LIBRARIES

TIME	LIBRARY SIZE	BONUS
30 minutes.	Small	Grants +1 to Skill Test.
2 hours.	Medium	Grants Superior Rule.
8 hours.	Medium	Grants Superior Rule and +1 to Skill Test.
A week.	Large	Grants Superb Rule.
A month.	Large	Grants Sublime Rule.

LORE (SKYNET, RESISTANCE)

Lore Skills are academic skills just waiting for someone to write the details down. Alas all too often those with the knowledge needed, zig when they should zag and consign the details to the grave. It's possible in an alternate timeline you might come across an old soldiers' memoirs or even discover something like that published as fiction by an operative seeded far enough back to provide intel to the early Resistance. Such publications follow the same rules as libraries though they may be considerably smaller due to the focused nature of the topic. A Small Lore Library might be a single book, a Medium Library might be a shelf, etc.

FORGERY

A Forgery Kit is largely dependent on the era, as it represents a constant battle between the fraudster and those looking to catch them. Consequently, a Forgery Kit can be largely software with a suitable printer and materials or just as often a dark room with all the chemicals needed by a photographer, and a highly specific model of typewriter. Therefore, the Director will need to consider how up-to-date the forger's equipment is as the determiner of its utility. Likewise, the era will determine the Wt. category. Forgery Kits always have 1 Use with each additional Use having an additional Wt. of 1. Getting these expendable supplies can be very difficult as often there is no good legal reason to possess them, and they are secured by local authorities.

KIT QUALITY	RULES
Bleeding Edge Kit.	Fast Copies.
Up-to-date Kit.	Precise Copies.
Old Gear.	-
Improvised Gear.	Tiny Errors.

ERA	WT
1900s	3
1930s	10
1980s	5

RULES FOR FORGERY

FAST COPIES: This kit is capable of producing duplications of documents with subtle modifications at speed. The Forgery test takes a day to achieve and counts as a precise copy.

PRECISE COPIES: This kit is particularly good at avoiding common errors in duplications. If the forger takes a week to make their forgery, they gain the Superior Rule on their Skill Test. Alternatively, they can make the forgery in a day without this bonus.

TINY ERRORS: When all you have is a ballpoint pen, forging is going to be hard. This kit is a scavenged kit that is missing several key parts. Even doing your best work, using forgeries produced with this kit will be hard work. Skill Tests suffer a -3 penalty when using this kit.

MAKING A FORGERY TEST

When a character makes a forged document, they don't roll any dice. They note the document they're trying to forge, the time taken, the Status of the kit, and the highest Detect Skill level of any collaborators helping at the time.

Forgeries are tested every time it is used if there is an actual risk of getting caught.

If the investigator has a Detect Skill level less than the fraudster's Forgery Skill plus any bonus from the Assistant's Detect Skill (see Teamwork on page 56), then the fraudster must make a Difficulty 8 test. If the investigator has a Detect Skill superior to the fraudster's Forgery Skill plus bonus, this is a Difficulty 14 test. If neither of these conditions is met the Difficulty is 11.

OPTIONAL RULE

A DISTRACTION: If a character is distracting the Investigator in some way, then the Director may choose to use the skill that the character is employing instead of the Detect Skill. This is inherently risky as an ally brings attention upon themselves and may have trouble eluding the investigator later.

GAMBLING

Marked cards and loaded dice are just some of the ways to cheat at gambling. These are usually inexpensive to craft or purchase and can be used socially as an amusement until valuables get involved. Once there is a risk of losing valuables things can get serious fast. Even at friendly tables, cheating is not tolerated. A PC that chooses to use these tools to cheat gains the benefit of the Superior Rule—but beware sore losers.

A character gambling successfully will usually increase their stake by about 10% for every success rolled at the end of an hour. With a failed test decreasing their stake by 10% and a Critical Failure decreasing it by 50% or more. Cheaters that fail a Gambling Skill Test must make an immediate Difficulty 14 Gambling Skill Test with a Failure indicating that they were caught. Cheaters that get caught lose their stake and sometimes a lot more.

OPTIONAL RULE

SORE LOSERS: Not everyone handles losing a bet the same way. Winners need to be socially adept as well as good at Gambling. At the end of every hour spent gambling, the Director may require a Streetwise Skill Test to spot whether there is a dangerous opponent at the table. Success will allow the gambler to factor this into how they proceed. While this won't decrease/increase a character's winnings, it could prevent violence from occurring. It should be noted that if the gambler is cheating, all opponents are considered dangerous—and some might even be violent! Should the cheater be exposed, violent opponents will attack them directly.

HAGGLE

In the post-apocalyptic economy where cash has no value and barter is the norm, haggling is all about spotting flaws and embellishing quality. The best way to gain a bonus to a Haggling Skill Test is to offer a good deal. Sweetening the deal will gain a +1 to the Haggling Skill Test. While double the offer what might be enough to grant the Superb Rule to the roll.

What constitutes a good deal is entirely situational and up to the Director. Offering an extra magazine with a weapon, or offering a spare meal with a medkit might increase your chances of getting what you want. The same Hagggle with a weapon and two fully loaded magazines of ammo or a full week of meals with the medkit might count as doubling the deal.

COMMON TRADE GOODS

The most common trade goods are meals and ammo (including parts and expendables). Few people will willingly relinquish a weapon or kit in trade. It's more useful for an ally to have a weapon or kit than a stranger. A Basic Kit might on rare occasions be exchanged for a couple of common trade goods, an Advanced Kit might be exchanged for a couple of Basic Kits. But ultimately the real limitation on commerce is the lack of surplus property so while you might think that something big like a car might be valuable as a trade item, there are very few people with its value in trade goods. So more often than not even big-ticket items will sell for more than a couple of kits.

CAPITAL

In eras with stable economies, cold hard cash does the talking. Paying 25% over the asking price counts as a small sweetener most of the time. Paying 50% over the asking price will usually grant the Superior Rule. Once Capital becomes more and more digital a time traveler will need verifiable ID. Simply being a forger isn't enough, so for most operative's theft or dealing with the black market is much easier.

INTERROGATE

Interrogation is the act of extracting information from a person. This can be done the nice way through the use of rapport and relationship building. It can be done the hard way by implicit and explicit threats of substantial consequences. The technologies required depend entirely on which approach is used.

The nice way is largely about time spent in a setting that is neutral or indeed comforting. An interrogator investing an uninterrupted hour in the investigation will gain a reroll on their test.

The hard way involves the removal of the subject's comfort. This can be achieved through location, physical restriction, deprivation, emotional abuse, or physical harm. This is a double-edged sword—we've known since 1631 in the publication of the *Cautio Criminalis* that too much stress and physical torture can lead to false confessions. Victims say anything they think their captor wants to hear just to earn respite. Any damage inflicted on the subject through loss of Hit Points or fear will grant a +1 bonus to the interrogation—but false details will get added to the answers along the way. A Critical Failure will lead to wholly fictitious answers designed simply to make the interrogator go away, if only for five minutes.

ISN'T THAT TORTURE?: Sadly, yes. While many people who perform interrogations will say that they don't cross some imaginary line that separates them from the 'bad ones'. Time and again this line is revealed to be purely psychological armor for those doing the interrogating and has nothing to do with the perceptions of the victims. Alas not everyone perceives every human in the same way and all too often this imaginary line has guarded some social classes at the expense of others.

Directors should be very aware unless they know their table very well, that including interrogation scenes in their games might not always be the best plan.

INTIMIDATE

Intimidation is influencing someone through the use of threats. A victim's fear of potential violence is used to gain their acquiescence. Weapons and restraints are the tools most commonly used to facilitate this. The unsubtle brandishing of a tool like handcuffs or a gun. Tools of violence might offer a simple +1 on a test. If the tools or weapon is particularly "out there," the bonus might increase to a +2.

DIRECTOR'S NOTE: Intimidation only ever influences people in the short term. People who are threatened are likely to look to either escape, call in some sort of support, or both.

LANGUAGE

Until the advent of voice-activated software and language translation technology in the early 21st century, Language Skill Tests have little in the way of useful technology. A person translating a text or planning a formal interview might be able to use a library to aid them in expressing themselves (see Education) and a person trying to have a basic conversation might be able to use a guidebook to help them. But ultimately these won't help very much in understanding what's being said back to them. Unless they have some familiarity with the language, they'll likely butcher the content of the conversation till a local takes pity on them and helps out.

LEADERSHIP & COMMUNICATION

COMMUNICATION TECHNOLOGY

Leadership entirely relies upon proximity & intel. Consequently, communication technology allows for leadership to be applied at a distance, but with no bonus.

PORTABLE RADIO

So-called portable radios first became available in the late '20s. They were the size of a car trunk and expensive, but you could move them around. Over time, these would decrease in size to truly become portable—though it is only in the '80s that police forces begin to carry radio transmitters. In the '90s, mobile phones begin to supersede the radio. Only the media, fringe users, the emergency services, and the military use radio as a prime communication system.

MOBILE PHONE/ SATELLITE PHONE

Much like radios the size and weight of these units depends entirely on the era. Early '80s TDMA handsets are mounted in cars or have special briefcases. By the late '80s, phones have started to come down in size to a more manageable but still inconvenient size. By the mid-90s, mobile phones have become pocket-sized and ubiquitous.

In the years leading up to Judgment Day, satellite phones become available to the general public. These handsets are capable of extending communication range dramatically, though they are usually quite expensive to run and easily trackable.

MOBILE/SATELLITE PHONES

Allows long-range communication between the caller and one other phone number. Requires a battery pack, which will provide contact entirely dependent on the phone model. Mobile phones are entirely dependent on an urban network which may limit communications substantially. Satellite phones have varying coverage but so long as you're not attacking Antarctica you'll probably be ok. Weight: 0-2.

RADIO COMMUNICATOR

Radio Communicators vary from the large backpack-sized devices of the Vietnam era to the handheld walkies carried by law enforcement.

The size and weight of these units depend entirely on the era. Early '80s handsets are Heavy (Wt. 2) black boxes with connected microphones; these get smaller and smaller as the decade progresses. Handsets in the 90s are Wt. 1, approaching Wt. 0 as the century closes.

RADIO COMMUNICATOR

Allows long-range communication between others using a Radio Communicator. Requires a battery pack, which will provide a little over a days' worth of intermittent contact. Unless a Headset is also available using a radio requires at least one hand. All radio communications are essentially public and as such, codes must be used to ensure privacy. Weight: 0-2.

HEADSET

The size and weight of these units depend entirely on the era. While none are particularly heavy to wear, early '80s headsets are bulky and easy to spot whereas headsets of the late 20th century can be discrete. A headset allows for radio and/or phone conversations to occur hands-free.

LOCK PICKS

Locks both manual and electronic provide exposed entry to a security system. Anyone with the right tools who is clever enough to understand what they're looking at can trick the lock into granting access. Kits are either Manual or Electronic and either Basic or Professional.

BASIC LOCK PICKS (MANUAL/ELECTRONIC)

A small black leather wallet containing picks, hardened credit cards, bump keys, and sometimes even the occasional stethoscope and screwdriver. These kits allow a character to try and breach all manner of locks, including combination locks so long as they are of the correct type, though they offer no bonus to the attempt, nor do they have Uses. Weight: 0.

BLOWTORCH

Blowtorches have 10 Uses and access to the Superior Rule if 3 Uses are expended. If 10 Uses are expended, they grant the Superb Rule. Blowtorches are not subtle. They are heavy (WT 2-4), they burn holes through locks, melt plastics, and set flammable materials on fire. Weight: 2-4.

RESTRAINTS AND LOCKS

Restraints and locks come in all sorts of style and size. For most, the sight of a lock itself is intimidating enough to prevent any foul play. Then there’s PCs like you. If you’re going to break in, it’s important to know how strong these restraints are and how hard they are to open.

RESTRAINT	PV	HIT POINTS	LOCK DIFFICULTY
Plastic Restraints.	1	5	0 (8 to release self)
Police Handcuffs.	3	10	8
Security Padlock.	3	10	11
Residential House Lock.	3	15	11
Residential House Door.	2	10	n/a
Secure Door.	4	20	13
Safe Door.	6	40	16
Bank Vault.	10	100	16+

PROFESSIONAL LOCKSMITH KIT
(MANUAL/ELECTRONIC)

A medium-sized tool bag including all the basic tools and a collection of pin tools, shims, and lock guns. Heavy tools like a mallet, prybar, sledgehammer, screwdrivers and a power drill are likely. Locksmith Kits include both manual and electronic Basic Lock Picks and have 10 Uses. When the Locksmith Kit is used on its lock type it grants +1 to the lockpicking test unless 3 Uses are expended in which case it grants the Superior Rule on the Skill Test. Locksmith Kits are usually subtle, right till the hammer comes out. Weight: 1-2.

A HAIRPIN, SOME CHEWING GUM, AND A CREDIT CARD: Okay, so not every lock you wind up stuck behind is one that you can prepare for. Even if you are that PC who keeps a blowtorch in the shower, sooner or later you’re going to wind up behind bars with the cops muttering, “there was a goddamn blowtorch in the shower.” If you are denied all tools, you can’t pick a lock—but there is a chance that you can cobble together enough tools to give it the old college try.

If you spend a point of Hope (Brains in particular), you just might find the barest tools you’d need to have a go. The Skill Test is at a -2 penalty.

You might want to spend some Fate on that. If you fail, the tools you’ve used are expended, damaged, or otherwise inadequate to the task. Should it make sense to them, the Director can extend this rule to any Skill-based equipment.



MEDICAL

Medical equipment comes in kits. Medical Kits range from the simplest first aid kit found in a home to the most extensive surgical suite.

IMPROVISED MEDICAL KIT

Whether a torn shirt or a dollop of superglue, this is less an actual kit and more hopes and good wishes. When all else fails and all hope is gone, this is the only care available. Weight: 0.

HEALING	MIN	USES
1d10-6	1	1

SPECIAL RULES

FINGERS CROSSED Fingers Crossed. When attempting Medical Skill Tests without a kit the character must spend an action prior to the test to put together this type of kit. Kits this weak can't be used to heal wounds.

DISPOSABLE MEDICAL KIT

A Disposable Medical kit is a small pouch that can be attached to an outfit with relative ease. It doesn't have much in the way of materials but is designed to provide immediate aid for the injured. Only slightly better than an improvised kit it will keep you alive but only just. Weight: 0.

HEALING	MIN	USES
1d10-5	1	1

SPECIAL RULES

FIRST AID These kits can be deployed quickly to treat injuries. Often carried in a side bag or clip-on pouch, these kits are very basic. While they allow for medical tests to be made as a standard action, they offer no bonus. A character can receive First Aid with this type of kit, once per scene. Additional injuries sustained can still be treated but Hit Points cannot be recovered through First Aid.

BASIC MEDICAL KIT

A Basic Medical kit is the sort of kit found in the cab of a truck or in a home kitchen. While it doesn't have the tools needed for serious medical care it usually has enough in the way of bandages that you can bind a wound and get the injured to a hospital. Weight: 0.

HEALING	MIN	USES
1d10-3	1	3

SPECIAL RULES

FIRST AID As per Disposable Medical Kit

PARAMEDIC/FIELD SURGERY MEDICAL KIT

Paramedic/Field Surgery Kits are a more extensive version of the Basic Medical Kit, used by first responders. It can be used to improvise surgery or stabilize a patient so they can be moved to a care facility via ambulance. Weight: 2.

HEALING	MIN	USES
1d10-1	2	3

SPECIAL RULES

FIELD SURGERY More advanced kits designed for first responders, these kits can be used in the field for lifesaving medical procedures as well as regular first aid. If used for First Aid, the kit can expend 3 Uses to use the Superior Rule (see page 54). In addition to First Aid, the kit automatically treats Bleeding and can also be used to provide Continual Care. After 10 minutes an additional First Aid attempt can be tried. If this attempt is made in a moving vehicle then the penalty for In Motion must be applied. It should be noted that if First Aid is being attempted in a cramped space—like the back of a car the difficulty of the Skill Test is increased by at least 1 step.

AMBULANCE

Not every ambulance is white with red decals. This designation fits any van large enough for someone to lie down in with at least one attending medic. Ambulances almost always have paramedic kits in addition to the supplies housed in the rear of the van and some emergency response vehicles will indeed carry multiple Basic Kits as well.

HEALING	MIN	USES
1d10-1	2	10

SPECIAL RULES

FIELD SURGERY	See Paramedic/Field Surgery Medical Kit.
IN MOTION	If the vehicle is in motion it reduces it's Healing as below. HEALING: 1D10-3, MIN: 0.

SURGICAL CLINIC

Any room that has been sterilized and is capable of housing a team of medics—human or robotic is considered a clinic. It can be an improvised location such as a vet or a warehouse covered in plastic sheeting. On a good day, it might include an actual hospital if you are really lucky.

HEALING	MIN	USES
1d10+2	3	10+

SPECIAL RULES

CRITICAL CARE	Characters that are dying can spend a point of Fate when in a Critical Care facility to immediately, with no Uses cost, pass their First Aid Skill Test and gain 1 Hit Point. These facilities can spend 3 Uses to use the Superior Rule on Medical Skill Tests, or 10 Uses to use the Superb Rule.
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ADVANCED MEDICAL FACILITY

The best of the best and all too often held by Skynet. Some of these places are abattoirs where human bio-matter is repurposed for Terminator frames. Other advanced facilities are research sites where sinister bioweapons are designed. Even prior to Judgment Day these facilities are often held by unsympathetic forces such as governmental agencies or private companies engaged in less than salubrious research. This doesn't stop them from being excellent at what they do.

HEALING	MIN	USES
1d10+4	6	10+

SPECIAL RULES

CRITICAL CARE	See above.
ADVANCED TREATMENTS	These facilities are capable of all manner of medical procedures. They can spend 3 Uses to use the Superior Rule or 10 to use the Sublime Rule.

TACTICS

Maps and up-to-date intelligence are key to planning an operation. Packs of maps of varying degrees of comprehensiveness are fairly easy to acquire, but they are almost always out of date—something that can prove disastrous to any operation. Imagine a planned escape route through a backdoor that has since been bricked up!

Maps updated by scouting and observation are more useful and provide the Superior Rule to a Tactics Skill Test—so long as the observations are less than a week old. If the tactician has access to live feed video or has placed sensors at the location in question, then they receive the benefit of the Superb Rule.

The downside of placed sensors is that they can be observed or interfered with, deliberately or inadvertently. To avoid this, the sensor must be hidden in a good location. Finding such a location is a function of the Stealth Skill. Placing a sensor well is Difficulty 11. An Exceptional Success will be needed unless the scout placing the sensor has the Tactics Skill.

SO I FOUND THIS HOWITZER... A character with a live feed and a weapon capable of indirect fire can rain merry hell upon the enemy. If the tactician has the Support Weapon Skill and is in command of a field gun, mortar, or similar, they can fire on the target as if they had a line of sight. If the tactician finds themselves in the field with such a weapon, they can ignore blind firing penalties so long as they have taken an action to survey the surroundings and made a Difficulty 11 Tactics Skill Test.

There are no stats in this book for a Howitzer, see page 132 for guidance.

TECHNICAL

Technical equipment comes in a number of formats—from small sets of screwdrivers that fit in a back pocket to extensive workshops where massive projects can be undertaken. Much like Medical Kits do for living beings, Technical Kits restore vehicles and machines. They can also be used to clean and repair related technology regardless of whether it has Hit Points or not. A Technical Kit must be connected to a specific skill, though it can be used as an Improvised Tool Kit for all manner of Technical skills.

IMPROVISED TOOL KIT

These kits are a woefully inadequate set of tools—good for not much more than fitting batteries in the back of a stereo. Improvised Tool Kits are used by both the desperate and civilians with more confidence than skill. Often someone using such a kit may be unaware of exactly how worthless it is—and it may possess a vast array of similarly ill-conceived tools. Weight: 0.

REPAIR	MIN	USES
1d10-6	1	1

SPECIAL RULES

**WIRES
CROSSED** When attempting repairs with this kit, the technician must spend an action prior to the Skill Test. This ensures the tools they're about to employ won't make the matter worse. If the technician fails to do this for any reason, an Extraordinary Success is needed to make the repair happen.

DISPOSABLE TOOL KIT

The Disposable Tool Kit is ideal for roadside repairs or for making emergency patches. They might be small, but each component serves a definite purpose. Once opened, these kits tend to lose small components—rendering them less than useful for future repairs. Weight: 0.

REPAIR	MIN	USES
1d10-5	1	1

SPECIAL RULES

FIX IT While these kits can be used, you'd rather use something better. They allow for Technical Skill Tests to be made as a standard action, but offer no bonus to the repair roll. Luckily, these kits are fairly easy to come across.

BASIC TOOL KIT

Owned by semi-serious amateur mechanics, these sets often start as Improvised kits, They have gone through the gauntlet of frustration and misuse to the point where only the necessary tools are still included, and the obvious gaps have been filled with expensive visits to dedicated hardware stores. Weight: 1.

REPAIR	MIN	USES
1d10-3	1	3

SPECIAL RULES

FIX IT See above.

REPAIR KIT

The owners of Repair Kits tend to use them every day. These kits hold tools, parts, diagrams of common repairs and often contains homemade tools that are built for personal preference. Weight: 2

REPAIR	MIN	USES
1d10-1	2	3

SPECIAL RULES

PARTS & LABOR If you're a serious professional, this kit is for you. If used for repairs, 3 Uses can be expended to use the Superior Rule (see page 54). After 10 minutes, an additional repair attempt can be tried to add further hit points to an object—or to simply fix a broken item.

RESPONSE VEHICLE

Okay, the situation is bad, no—worse than that. It's time to call a professional and hope they can do whatever is needed to fix the problem. A response vehicle doesn't just carry a repair kit on board. It also has parts that will serve 80% of the time and tools to make parts for 80% of the time that it doesn't have the part. There's always a chance that the engineer will need to order something specific. As long as you've not done anything extreme, a response vehicle should be adequate to your needs.

REPAIR	MIN	USES
1d10-1	2	10

SPECIAL RULES

PARTS & LABOR As per Repair Kit

WORKSHOP

Sometimes it's better to take a problem away and work on it elsewhere. You could work out in the field, but your workshop is secluded away from nosey clients. It has a semi-decent coffee machine—and when you do need to order those parts, a workshop provides you an address to send them to.

REPAIR	MIN	USES
1d10+2	3	10+

SPECIAL RULES

BUILD & REPAIR If you can't fix a broken item; you can fabricate a new one. These facilities can spend 3 uses to use the Superior Rule or 10 uses to use the Superb Rule when making repairs.

ADVANCED TECHNICAL FACILITY

The best of the best is all too often controlled by Skynet. Some of these places are robotic fabrication sites where drones are manufactured, others make advanced computer components. Pre-Judgment Day, these facilities are often held by unsympathetic forces such as governmental agencies or private companies with serious commercial secrets. After the bombs drop, they mostly belong to the machines.

REPAIR	MIN	USES
1d10+4	4	10+

SPECIAL RULES

PROTOTYPE These facilities are capable of all manner of invention. These facilities can, when making repairs, spend 3 uses to use the Superior Rule or 10 uses to use the Sublime Rule. In addition, these facilities count as Basic Tool Kits for all other Technical Skills.

TIME SCIENCE

TIME DISPLACEMENT EQUIPMENT (TDE)

Time Displacement Equipment allows someone to travel forward or backward in time. In most cases, this is a one way trip. TDEs are covered on page 188. They are the greatest weapon in the machines' arsenal.

DIRECTOR'S NOTE: Temporal Anomaly Detectors (TADs) are a series of devices that detect the energies released by trans-temporal activity. There are several types of TAD, ranging from room-sized high performance detectors to ramshackle devices cobbled together from whatever technology a time traveler might come across. Ultimately they do the same job. They help zero in on temporal coordinates and detect incursions from other times.

PORTABLE TADS

Standard TADs are briefcase-sized devices that connect directly to a Terminator's HUD. The Resistance has made good progress in not just adding displays to these devices, but in replicating them. Standard TADs are very limited in range and can only detect an incursion within 50 miles. the TAD can, given 15 minutes of movement and analysis, be used to triangulate the location of an emergence. Weight: 1.

SKILL: Tracking or Time Science

RANGE	USES
50 miles	20

SPECIAL RULES

TRACKING Can be used to track time travelers with a Difficulty of 8. Each success allows the tracker to get up to a mile closer to the traveler. The unit can recognize and identify a traveler within 10m without using Uses.

SPECIAL RULES

KIT BASH Any character from 2030 or later with 2 ranks in Time Science and the Technical: Electronics Skill can kitbash a TAD. When a Kitbashed TAD is built, a Difficulty 11 Time Science Skill Test is required. If successful the player records the number of successes rolled and records this as Uses for the device. Uses can be replenished by the elapse of 1 hour and a successful skill test: 1 use per success up to the total originally rolled.

TDE TADS

Best in class are the high-performance detectors built into Skynet 2.0's TDE. These detect the emergence and entropic direction of a traveler several hours prior to emergence. Alas, it is rare that Resistance forces have any access to these as the TDEs they are built into are not only part of well-guarded facilities but are often paired with orbital strike satellites more than happy to follow Resistance forces home. As of 2030, the Resistance has not yet constructed any TAD's of this quality.

SKILL: Tracking or Time Science

RANGE	USES
GLOBAL	n/a

SPECIAL RULES

PRECISION EQUIPMENT Can be used to determine the temporal coordinates of an emerging traveler, anywhere on earth, to within 10 miles with a Difficulty of 11. When making a jump using a TDE equipped with a TAD, all Skill and Resistance Tests (see page 188) gain the Superb Rule.

VEHICLES

The vehicles listed below cover a wide indicative range. They're designed to let the Director come up with specific models or cut to the chase when not. Vehicle Rules are on page 76.

COMMON CAR

Most common cars are four door sedans. With some modifications, however, this stat block can be used to represent 99% of the cars on the road. While one car might have more comfortable seats than another, a powerful radio, or even a bigger engine, most of the differences can be incorporated in a generic model.

SKILL: Drive: Car

PV	RESISTANCE	MOVEMENT	HIT POINTS
4	20	24	60

SPECIAL RULES

CREW	1 driver, 4 passengers.
WEAK SPOT	Tires [2].
DIMENSIONS	4m length, 2m width, 1.7m height.
WEAPONS	None

POLICE CAR Police cars tend to have Radios.

MOTORCYCLE

The motorcycle is a broad category of transport that covers all two wheeled conveyances. Whether a moped or more serious road hog, these vehicles usually prioritize speed over carrying capacity. Some models have a sidecar which can be used to carry more equipment.

SKILL: Drive: Motorcycle

PV	RESISTANCE	MOVEMENT	HIT POINTS
4	14	32	20

SPECIAL RULES

CREW	1 driver, 1 passenger.
WEAK SPOT	Tires [2] Exposed crew [2].
DIMENSIONS	2.1m length, 1m width, 0.9m high.
WEAPONS	None
SIDECAR	Allows 1 more passenger. Sidecars grant +5 Hit Points and -2 Movement.

SPORTS CAR

Sports cars are high-performance mobile homages to mid-life crisis. Seldom meeting their potential for speed or maneuverability, their lightweight frames and lack of a roof make them deathtraps especially in protracted vehicular chases.

SKILL: Drive: Car

PV	RESISTANCE	MOVEMENT	HIT POINTS
4	18	32	55

SPECIAL RULES

CREW	1 driver, 1 passengers.
WEAK SPOT	Tires [2].
DIMENSIONS	4m length, 2m width, 1.7m height.
WEAPONS	None
OPENED TOPPED	Convertibles have exposed drivers and passengers.

LIMOUSINE

All comfort and prestige for its passengers with little thought given to the driver, the limousine is an expensive vehicle that shouts, "Look at me." While the model most people think of is a stretched black sedan, there are numerous models of car that offer a partition between the driver and the passengers. Not all of them are terrible for the driver, but more than a few are quite spartan affairs in front of the retractable glass.

SKILL: Drive: Car

PV	RESISTANCE	MOVEMENT	HIT POINTS
5	20	20	60

SPECIAL RULES

CREW	1 driver, 4-10 passengers.
WEAK SPOT	Tires [2].
DIMENSIONS	6.8m length, 2m width, 1.8m height.
WEAPONS	None
WELL EQUIPPED	Limousines have all manner of amenities inside them.

FLATBED TRUCK

A shelf with a car at the front, the flatbed truck is an ideal vehicle for revolutionaries of all stripes. Some models are for urban delivery work, but others have powerful frames and engines that can make the worst off-road deliveries without flinching. Some flatbeds have covers over their trailers and others have cabs that can accommodate multiple passengers. Flatbed trucks are notorious for the speed in which many of them can be converted into “Technicals.” With those modifications, they can carry anything from Quad HMGs to the turrets of light tanks.

SKILL: Drive: Car

PV	RESISTANCE	MOVEMENT	HIT POINTS
4	26	24	70

SPECIAL RULES

CREW	1 driver, 2-5 passengers.
WEAK SPOT	Tires (2-3), may instead use run flat tires.
DIMENSIONS	6.7m length, 2m width, 2m height.
WEAPONS	None, though Support weapons can be mounted to the rear with little difficulty. These vehicles are sometimes called Technicals.
FLATBED	May carry 2-4 exposed passengers in the rear tray.

VAN

If a flatbed is a shelf with a car at the front, a van is a car turned into a box. While the nature of the box might vary from model to model, vans can often accommodate a lot more passengers than the outside might suggest. Vans are often seen in urban settings, but are so common as to be ubiquitous. Just don't sit in one place too long—nosey people tend to find parked vans suspicious.

SKILL: Drive: Car

PV	RESISTANCE	MOVEMENT	HIT POINTS
4	26	24	75

SWAT VAN

Take a van and reinforce it for low end physical conflict. Give it access to all the best surveillance and tactical tools. Finally, paint it black and fill it with armed police. Now watch a Terminator turn it into a red, black, and blue accordion. Good job, hero.

SKILL: Drive: Car

PV	RESISTANCE	MOVEMENT	HIT POINTS
8	30	24	80

SPECIAL RULES

CREW	1 driver, 2-5 passengers.
WEAK SPOT	Tires (2-3).
DIMENSIONS	6.7m length, 2m width, 3.5m height.
WEAPONS	None
BOX ON WHEELS	May carry 4-12 passengers in the rear.
SWAT VANS	SWAT Vans tend to have Radios.

BIG RIG/SEMI-TRUCK

An 18 wheeled Truck and Trailer combination used for the mass transportation of all manner of goods. Generally, they are only used for long haul deliveries with stock being moved over to vans for inner city deliveries. In some locations, these machines can be virtual trains with as many as five trailers being pulled behind the truck.

SKILL: Drive: HGV

PV	RESISTANCE	MOVEMENT	HIT POINTS
5	20	22	100

SPECIAL RULES

CREW	1 driver, 2 passengers.
WEAK SPOT	Tires (2).
DIMENSIONS	22m length, 2.5m width, 4m height (inc. trailer).
WEAPONS	None
CONTAINER TRAVEL	May carry 50 passengers in the rear.

ARMORED PERSONNEL CARRIER

There are numerous armored fighting vehicles that survived the apocalypse, but the Armored Personnel Carrier is the most common. Most versions of the APC feature ample seating for numerous armed troops along with smoke canisters and a turret-mounted weapon that can support troops as they rush to evacuate the vehicle.

SKILL: Drive: AFV

PV	RESISTANCE	MOVEMENT	HIT POINTS
15	35	20	150

SPECIAL RULES

CREW	1 driver, 1 turret gunner, 8+ passengers.
WEAK SPOT	Tracks (3) Immobilize.
DIMENSIONS	6m length, 2.5m width, 3m height.
WEAPONS	Commonly any two of: Heavy Machine Gun, Automatic Grenade Launcher, 30mm Cannon.

MAIN BATTLE TANK

Main Battle Tanks like the Russian T-90 or the M1 Abrams are rarely seen in the hands of the Resistance. While Skynet does have a large portion of the old fleet, they are seldom fielded. From a tactical standpoint, Infiltrators and air support are better-suited to fighting human guerillas. Sometimes the heavy guns of a tank are just what the job calls for and Skynet has no qualms about using up the old Soviet stock of nuclear artillery shells.

SKILL: Drive: AFV

PV	RESISTANCE	MOVEMENT	HIT POINTS
16	35	15	200

SPECIAL RULES

CREW	1 driver, 1 turret gunner, 2 other crew
WEAK SPOT	Tracks (3) Immobilize
DIMENSIONS	6m length, 2.5m width, 3m height
WEAPONS	Two Heavy Machine Guns, 30mm Cannon, Tank Cannon.

COMMERCIAL HELICOPTER

Commercial Helicopters are simple rotorcraft that are commonly used to ferry passengers or high priority goods from airports to nearby buildings such as hospitals. They seldom have any armor though in the post apocalypse this is often retrofitted with whatever local engineers can find.

SKILL: Drive: Pilot

PV	RESISTANCE	MOVEMENT	HIT POINTS
4	30	90	60

SPECIAL RULES

CREW	1 pilot, 1 co-pilot (optional), 4 passengers.
WEAK SPOT	Rotors (3) Crash!
DIMENSIONS	15m length, 2.4m width, 5m height.
WEAPONS	None
MODIFIED BY THE RESISTANCE	Resistance Controlled Helicopters mount at least one weapon and have PV: 5.

MILITARY TRANSPORT HELICOPTER

Basically a flying APC with lighter armor, Military Transport Helicopters come in a variety of sizes, smaller transports might carry a squad with larger machines carrying over a score of troops or several tons of equipment.

SKILL: Drive: Pilot

PV	RESISTANCE	MOVEMENT	HIT POINTS
4	30	90	80

SPECIAL RULES

CREW	1 pilot, 1 co-pilot (optional), 4 + passengers.
WEAK SPOT	Rotors (3) Crash!
DIMENSIONS	15m length, 2.4m width, 5m height.
WEAPONS	Two door-mounted Heavy Machine Guns (fired by passengers).

MILITARY ATTACK HELICOPTER

These comparatively small helicopters are designed to be weapons platforms above all else. Often featuring heavy machine guns and numerous missile pods, these weapons are ideal for close infantry support or ground pacification. Skynet occasionally utilizes Attack Helicopters to sweep behind its HK aircraft, picking off the wounded and deploying smaller units housed where a pilot might normally sit.

SKILL: Drive: Pilot

PV	RESISTANCE	MOVEMENT	HIT POINTS
10	38	100	80

SPECIAL RULES

CREW	1 pilot, 1 gunner.
WEAK SPOT	Rotors [3] Crash!
DIMENSIONS	15m length, 2.4m width, 5m height.
WEAPONS	Heavy Machine Guns, 4 Rocket mounting points. Some utilize a 30mm Cannon.

JET SKI

The motorcycle of the seas. Jet skis are ideal for short jaunts but less than great for combat purposes. Small enough that they can be housed at the back of more substantial watercraft, it's not uncommon for them to fulfill the same role as motorcycles when investigating a landing site with 2-3 such scouts deployed at the same time.

SKILL: Drive: Boat

PV	RESISTANCE	MOVEMENT	HIT POINTS
4	8	32	20

SPECIAL RULES

CREW	1 driver, 1 passenger.
WEAK SPOT	Exposed Crew [2].
DIMENSIONS	1.5m length, 1m width, 0.5m high.
WEAPONS	None

UNDERWATER SCOOTER

These tiny, less than a foot long, submersibles are used by divers to add much needed speed to underwater travel. Often electrically powered they consist of a main engine, a handle and a mechanism for up to 3 divers to tie on. Some of the larger models approach the size of a jet ski and have compartments to store equipment.

SKILL: Swimming

PV	RESISTANCE	MOVEMENT	HIT POINTS
4	8	17	20

SPECIAL RULES

CREW	1 driver, 1 passenger.
WEAK SPOT	Exposed Crew [2].
DIMENSIONS	1.5m length, 1m width, 0.5m high.
WEAPONS	None

LAUNCH

Powered by a combination of engine and sail, launches are the most common watercraft still in use by the Resistance and consequently a favorite in all epochs. Launches are often enclosed with 2-4 small berths which can provide some protection from the elements but are not suitable for excessive cold or category 2 storms without significant modifications.

SKILL: Drive: Boat

PV	RESISTANCE	MOVEMENT	HIT POINTS
4	20	24	60

SPECIAL RULES

CREW	1 driver, 4-8 passengers.
WEAK SPOT	Exposed Crew [3].
DIMENSIONS	4m length 2m wide 1.7m high.
WEAPONS	None, though Support weapons can be mounted with little difficulty.

MELEE & ANACHRONISTIC WEAPONS

Largely an anachronism when fighting robots from the future, melee weapons are still deadly when used against things that bleed. Whether these are bludgeons or one of a variety of sharp objects they are more often the result of a last ditch effort than any real plan.

TYPE	DMG	MIN DMG	AD	WEIGHT	SPECIAL
Punch/Kick.	STR-2	1	0	0	-
Brass Knuckles.	STR	1	0	0	Unarmed
A Heavy-ish Rock.	1d10-5	1	0	1	Throw, Improvised.
Combat Knife or Tomahawk.	1d10-3	2	1	0	Throw
Hunting Knife.	1d10-3	2	0	0	Throw
Folding Knife.	1d10-4	1	0	0	-
Sword	1d10-1	3	1	1	-
Police Baton.	1d10-4	2	0	1	Defensive
Improvised Bludgeon.	1d10-4	1	0	0-2	Improvised
Spear	1d10-3	2	0	1	Defensive, Throw.
Power Tools.	1d10-2	2	2	2	Improvised
Stun Gun.	1d10-3	1	0	0	Stun Gun.
Cattle Prod.	1d10+1	3	0	2	Improvised, Stun Gun.

THROWN WEAPONS

Unlike melee weapons that can be thrown, thrown weapons have little to no utility in proximity. Borderline weapons are almost always viewed as Melee weapons with the Throw special rule. Note that anachronistic ranged weapons such as slings or bows are still considered Ranged weapons, even if they offer little utility against the machines. Thrown weapons can often be deployed at speed, but they don't have clips as such. To use a high ROF you must throw that many of that particular weapon.

Most thrown weapons tend towards the smaller side of things. Weapons like Shuriken or Darts which were used to injure a foe, to allow escape or impede them in a coming melee. Sometimes these were poisoned, though that's often an expensive and useless luxury when fighting the machines. Chakrams and Plumbatas are the big brothers of these distraction tools. Designed to be lethal weapons, they have more heft and can deeply penetrate the flesh of their opponents.

SHURIKEN, THROWING KNIFE OR DART

SKILL:	Thrown		
DMG	MIN DMG	AD	WEIGHT
1d10-6	1	0	1 per 6
ROF	RECOIL	RANGE	CLIP
1/3	0	Half Thrown	n/a

CHAKRAM OR PLUMBATA

SKILL:	Thrown		
DMG	MIN DMG	AD	WEIGHT
1d10-2	2	1	1 per 3
ROF	RECOIL	RANGE	CLIP
1	0	Thrown	n/a

WHAT ABOUT GRENADES? Grenades can be found in the Explosives section and can be thrown as far as a heavy-ish rock. If you're sick enough to try and bean someone with one, they deal damage as such prior to exploding. If you want to try and catch a thrown weapon, good luck. This will cost your action and be a Difficulty 14 Thrown weapon check where you must score more successes than the thrower. If you score equal successes you can spend a point of FATE to succeed. But note, that's just catching the projectile. If it's an explosive it'll still go off but luckily you get more say as to where. Damage is rolled twice with the least role affecting you and your friends and the greater roll affecting any adversaries. The only exception to this is if you've spent a point of Hope to take a second action. If you spend the Hope and make the catch, you can try and disarm it or throw it right back at the thrower or some other target of choice!

MODERN SMALL ARMS

IN MY DAY... Firearms have been a companion to humanity since at least the twelfth century. To capture nine hundred years of human mutilation and categorize it in any comprehensive way is all but impossible. The selection below serves to describe the more common types of weapons and give the Director a baseline to add the weapons they want to showcase in their adventures.

As a general rule, weapons that are from before 1980 gain +1 weight, use a heavier bullet but are less accurate making the differences in damage average out. Any edge cases can and should be adjudicated by the Director.

The DMG statistics in the following weapon profiles not only assume that standard ammunition is being used but are also reflective of a single bullet being fired. As some weapons are not capable of firing only a single round, the actual DMG they may inflict is in fact much higher (see "Damage Modifier - ROF" on page 73 for more information). The values are stated in this way to allow a direct comparison between the capabilities of each weapon.

PRE 20TH-CENTURY PISTOL

Whether a flintlock pistol or Wyatt Earp's revolver, weapons from before the 20th century are archaic, more likely to be found in a museum than a battlefield. They are solidly in the needs-must category of personal defense.

PRE 20TH-CENTURY PISTOL			
SKILL	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10-3	2	1	1
ROF	RECOIL	RANGE	CLIP
1	0	40m	1 or 6

LIGHT PISTOL

99% of pistols are light pistols, even heavy ones. They tend to be small enough to be used one-handed and feature reasonable magazines of 9mm or 45calibre bullets. Pistols run the gamut and might be semi-automatic, revolvers or even bolt action. The world is flush with these simple weapons, which while excellent at maiming members of the Resistance are seldom up to the task of taking on a Terminator.

LIGHT PISTOL			
SKILL	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10-2	3	1	0-1
ROF	RECOIL	RANGE	CLIP
1/3	0/1	60m	6 or 12

DIRECTOR'S NOTE: Fully automatic & Burst firing pistols, and there are some out there, are not counted in this general category. For those see Submachineguns.

HEAVY PISTOL

When the rest won't do, you call in the big guns. If you've gone out of your way to find a heavy pistol you know its name, its specification and probably celebrate its birthday. You might get teased about the freudian ramifications of owning one, but none of these pistols are a joke and they say even Terminators seek cover when one opens fire!

HEAVY PISTOL			
SKILL	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10+1	4	1	1
ROF	RECOIL	RANGE	CLIP
1	1	50m	6-8

SUBMACHINE GUNS

Like Pistols, Submachine Guns come in heavy and lighter models, but the difference is less about the ammunition fired and more about how quickly they can put bullets into their target. Some SMGs are small enough they can be hip carried like a fast-firing pistol, others sometimes called Carbines are Rifles in all but name. One thing they do share is the goal of providing maximum firepower in as claustrophobic a space as possible.

LIGHT SMG			
SKILL	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10-2	3	1	1
ROF	RECOIL	RANGE	CLIP
3	1	60m	32

HEAVY SMG			
SKILL	Pistol or Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+1	4	1	1
ROF	RECOIL	RANGE	CLIP
3/10	1/2	80m	32

CARBINE			
SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+1	4	1	2
ROF	RECOIL	RANGE	CLIP
1/3/10	0/2/2	400m	30

ASSAULT RIFLE

Assault rifles are rifles designed for combat. Their rugged design mixed with varying degrees of automatic capability makes for an efficient killing

machine. Most soldiers will carry an Assault rifle, though as mechanization comes to the fore, these rifles tend to be replaced with Carbines.

ASSAULT RIFLE			
SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+3	6	2	2
ROF	RECOIL	RANGE	CLIP
1/3/10	0/2/2	500m	30

HUNTING & SNIPER RIFLES

Largely unchanged from the rifle of the late nineteenth century, Hunting rifles tend to be semi-automatic or bolt action rifles with a heavy bore and a low-velocity bullet. Most modern Hunting Rifles have the capability of mounting a telescopic sight and indeed it's quite rare to find such a rifle without one. A Sniper Rifle is essentially a high-quality Hunting Rifle. Featuring top-of-the-line construction, next-generation scopes, and the lightest sturdiest alloys available, a Sniper Rifle is capable of using specialized ammunition which other small arms are incapable of using.

HUNTING RIFLE			
SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+3	5	1	2
ROF	RECOIL	RANGE	CLIP
1	0	800m	5

SNIPER RIFLE			
SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+6	7	1	2
ROF	RECOIL	RANGE	CLIP
1	1	1400m	5 (or 30)

SHOTGUN

One of the oldest firearms still in regular use, a shotgun propels a shell filled with buckshot rather than a rifled bullet. They come in many forms with pump-action and double barreled shotguns being the most common but with lever action, revolver semi, and indeed fully automatic variants all available.

SHOTGUN			
SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+2	5	4	2
ROF	RECOIL	RANGE	CLIP
1	1	100m	Varies

DIRECTOR'S NOTE: The clip size of a shotgun can vary enormously and while most will have an internal magazine of 4-6, Combat shotguns will often have external magazines of 10 or more. Some Combat Shotguns are fully automatic and may have ROFs of 1/3 or 1/3/10 depending on the model.

- Shotguns have the option of using Buckshot. See Specialist Ammo on page 143.
- Double barreled shotguns can be sawn down to the size of an oversized pistol. This will reduce the Minimum damage and Wt. by 1.

SUPPORT WEAPONS & EXPLOSIVES

ANTI-MATERIAL RIFLE

There comes a point where a Rifle ceases to be a small arm and becomes a Cannon. Anti-Material rifles are this point. Chambered for 50 Caliber BMG rounds they are designed to pierce the armor of light fighting vehicles and anyone who happens to be inside. Anti-Material Rifles always use a dedicated form of Armor Piercing ammunition and if an attack hits a vehicle, it counts as if they had scored one more success than actually rolled. If a character opens fire on a vehicle and hits, these weapons count as if they had rolled 1 extra success for the purposes of targeting a passenger or pilot.

ANTI-MATERIAL RIFLE			
SKILL	Rifle or Support Weapons		
DMG	MIN DMG	AD	WEIGHT
2d10+5	10	4	4
ROF	RECOIL	RANGE	CLIP
1	2	1400m	5

DIRECTOR'S NOTE: A 30mm Cannon is essentially a fully automatic Anti-Material Rifle. For these heavy vehicle mounted weapons simply change the above ROF to 10/Sup(40) and thier CLIP to 200.

FLAMETHROWER

Firing a jet of liquid or gaseous fuel, Flamethrowers are militarized agricultural tools that are normally used to clear fortifications and tunnels or to demobilize vehicles. Profoundly dangerous to biological life, flamethrowers are normally banned for use in inter-human conflicts. Not that Skynet shows any such proclivities. If Skynet determines that there is significant Resistance presence in a region, it may well deploy ground forces to burn them out, though it is much more likely to do so in concert with incendiary bombs.

FLAMETHROWER			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
2d10	8	3	4
ROF	RECOIL	RANGE	CLIP
1	0	15m	Varies

SPECIAL RULES

IT'S HOT

Anyone hit by a Flamethrower suffers the burning condition. A Flamethrower emits a 1m wide stream of flame which is not stopped by it hitting a target. A roll to hit is required against every target within the stream, with an additional -1 modifier being applied to all dice for every other target that the stream has already passed. A Flamethrower uses special flammable liquid supplied in canisters as ammunition. Alternative Ammo types may not be used in this weapon. An empty fuel canister has a Weight of 1, a full canister has a Weight of 3.

GRENADE LAUNCHER

There are several different configurations of Grenade Launchers. Police often prefer multi-barrel launchers with less lethal rounds. Military occasionally equip troops with single shot launchers mounted under the rifle barrel. When

tripod mounted, fully automatic configurations are possible. The below stats are also suitable for Rifle fired grenades.

GRENADE LAUNCHER			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
As Grenade			1
ROF	RECOIL	RANGE	CLIP
1	2	200m	1-6

SPECIAL RULES	
FULLY AUTOMATIC GRENADE LAUNCHERS	Grenade Launchers can be belt-fed and capable of Automatic Fire. As such, can fire single shots or a burst of 10 Grenades in Suppressive Fire mode. This will create a 17m kill zone if using Frag Grenades. A belt of Grenades is approx. 100 grenades.

LIGHT MACHINE GUN

Light or General Purpose Machine guns are upscaled rifles designed for sustained firing. They find a happy medium offering weight close to that of a regular rifle with firepower approaching that of a heavier weapon. Generally used as squad support weapons in the late 20th century, before plasma weapons become available.

LIGHT MACHINE GUN			
SKILL	Rifle/Support Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10+4	6	2	3
ROF	RECOIL	RANGE	CLIP
3/10	1/2	500m	50 Drum (200 Belt)

HEAVY MACHINE GUN

In 1884 Hiram Maxim changed warfare forever. He took the lethality of a volley gun and upped the ante. Rather than a single blast of 12 shots, the Maxim could fire again and again and again. All the gunner needed to do was hold down the trigger. They didn't need to exhaust themselves with a mechanical crank and with a water cooled barrel it could keep firing bullets till it ran out,

was reloaded and inevitably ran out of targets. Fast forward 100 years and the HMG is still with us. It's usually a vehicular weapon, or serving a very defined purpose but these tripod mounted monsters give pause even to the most powerfully armored AFVs.

HEAVY MACHINE GUN			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
2d10-3	8	2	4
ROF	RECOIL	RANGE	CLIP
10/Sup (40)	3/4	600m	200

SPECIAL RULES	
CREW SERVED WEAPON	This weapon can be disassembled so the Weight can be distributed as 2 lots of Wt. 2. When mounted on a tripod or vehicle, the weapon's Recoil decreases by 2. This includes the normal tripod benefit.



PORTABLE ROCKET/ TORPEDO LAUNCHER

From the PIAT to the MANPAD from the Panzerfaust to the LAW, Rocket Launchers tend to be designed around a specific target. These targets are usually; either heavy armor or aerial threats though the Resistance must make do and target a threat with whatever's to hand. The sad fact is that even against their ideal targets these weapons are all too often ill-suited to facing Skynet's technology. While many of these weapons were designed to fire once and be discarded. This level of waste is not an option for the Resistance.

PORTABLE ROCKET/TORPEDO LAUNCHER			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
As Rocket			3
ROF	RECOIL	RANGE	CLIP
1	0	As Rocket	1

SPECIAL RULES

SEEKER MISSILES

With advanced tracking features and enough fuel to get them where they need to go. Seeker Missiles have a range of several kilometers, more than ample for anything that might be searching the ground or simply flying low. If the initial attack misses the Missile will try again, for a number of rounds equal to the attacker's Support Weapon Skill, it can roll 1d10. If it rolls a 10 it will hit the target for half damage.

ANTI-PERSONNEL ROCKET			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
3d10+6	10	4	1
ROF	RECOIL	RANGE	BLAST RADIUS
As Launcher	0	1000m	12m

DIRECTOR'S NOTE: For all intents and purposes, artillery such as a Howitzer or Tank's cannon are considered to be Rocket Launchers with a RANGE of 2kms.

ANTI-TANK ROCKET			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
3d10+6	10	10	1
ROF	RECOIL	RANGE	BLAST RADIUS
As Launcher	0	1000m	10m

GROUND TO AIR MISSILE			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
3d10+6	10	10	1
ROF	RECOIL	RANGE	BLAST RADIUS
As Launcher	0	Seeker Missile	8m

EXPLOSIVES

A130 MAGNETIC PROTOCOL MINE

While Cyberdyne's Seeker Mines are equipped with AI, Skynet also employs more traditional smart bombs. Magnetic Protocol Mines are bomblets that upon contact stick to metal objects. Dropped in random scatters, they wait until they detect a voice or an engine before detonating. If they land on a Skynet-managed technology, the local network will recognize them and command them to stand down. MPMs have a CONC of 0 and a Detect Skill of 2 and can be detected with a Difficulty 8 Detect or Demolitions Skill Test.

A130 MAGNETIC PROTOCOL MINE			
SKILL	Detect		
DMG	MIN DMG	AD	WEIGHT
1d10+4	5	2	1 (3 mines)
ROF	RECOIL	RANGE	BLAST RADIUS
1	0	Dropped	12m

ANTI-PERSONNEL MINE

Land mines are concealable charges that are angled to maim those that walk over them. Some are delayed striking the victim from behind, shredding not just the victim but any equipment they carry. Others leap up to explode at head height and others can be separated from their triggers and angled to completely envelop the target in clouds of shrapnel. For a living target, AP mines are hellish, but for many of Skynet's war machines, they are barely an inconvenience.

ANTI-PERSONNEL MINE			
SKILL	Demolitions		
DMG	MIN DMG	AD	WEIGHT
1d10+4	6	2	1 (3 mines)
ROF	RECOIL	RANGE	BLAST RADIUS
n/a	0	Placed	10m

DYNAMITE

Sawdust stabilized nitroglycerine, Dynamite is one of the oldest stable explosives, but that doesn't mean that it should be treated with disrespect. Dynamite needs care, and over time the nitroglycerine becomes more susceptible to accidental ignition. While the Resistance finds it a dangerous tool to keep on hand, needs must, and it's not like it gets that much of a chance to sit unattended.

DYNAMITE			
SKILL	Demolitions		
DMG	MIN DMG	AD	WEIGHT
1d10+1	4	2	1 (4 sticks)
ROF	RECOIL	RANGE	BLAST RADIUS
Grenade	0	Placed/Thrown	6m

SPECIAL RULES	
BLASTING PACKS	Dynamite is easily arranged in blasting packs. When detonated under the detonating multiple charges rules, for every 2 additional sticks the damage of each stick increases by +1 and the blast radius increases by 1m.

EXAMPLE: 3 sticks of Dynamite are taped to a structure. When detonated they will each deal 1d10+2 damage across a 7m radius.

FLASHBANG

The most common form of Flashbang is a small grenade that when detonated emits a blinding light and horrible sharp noise, but this is not the only form these devices take. With a bit of inspiration and access to the right chemicals, Resistance operatives can improvise flashbangs.

FLASHBANG			
SKILL	Demolitions/Thrown		
DMG	MIN DMG	AD	WEIGHT
1d10-5	1	0	1 (3 grenades)
ROF	RECOIL	RANGE	BLAST RADIUS
Grenade	0	Thrown	6m

SPECIAL RULES	
IMPROVISED FLASHBANG	Operatives can improvise flashbangs with a Demolitions Difficulty 14 Test. Other than a distraction these payloads have little effect on Terminators. Flashbangs startle most biologicals, blinding and deafening those caught in the blast (see page 90).

FRAG GRENADE

Grenades have been around since the 1800s. While weight has decreased and reliability increased, the general theory of throwing an explosive charge into a mass of enemies has gone unchanged. A Resistance member will find themselves coming into contact with all manner of grenade types including homemade stick grenades and pipe bombs.

FRAG GRENADE			
SKILL	Demolitions/Thrown		
DMG	MIN DMG	AD	WEIGHT
1d10+4	5	2	1 (3 grenades)
ROF	RECOIL	RANGE	BLAST RADIUS
Grenade	0	Thrown	10m

MOLOTOV COCKTAIL

A very simple incendiary, a Molotov cocktail is a half full breakable bottle of flammable chemicals with a wick often made of fabric. Molotov's rarely explode but will cover an area in flames causing the burning condition on targets hit by the attack.

MOLOTOV COCKTAIL			
SKILL	Demolitions/Thrown		
DMG	MIN DMG	AD	WEIGHT
1d10+1	2	1	1 (3 grenades)
ROF	RECOIL	RANGE	BLAST RADIUS
Grenade	0	Thrown	3m



PLASMA CHARGE

Prior to the advent of portable plasma weapons, the Plasma Warhead was a secret prototype being refined for the next war. Developed at some point in the mid '90s its existence was known only to the top tiers of the American Military. Only five missiles had been manufactured by the time of Judgment Day. Luckily, a cryptic message found in an unrelated weapons stash allowed the Resistance to find these devices in the early years of the push-back. Over time, a team of Resistance scientists led by Dr. Alicia Silverton would reverse engineer this design to employ smaller magnetic bottles than were possible when they were conceived. The Resistance has used this tech to try and keep pace with Skynet's own plasma technology—but their lack of resources means they will always be several steps behind.

PLASMA CHARGE			
SKILL	Demolitions		
DMG	MIN DMG	AD	WEIGHT
1d10+8	7	3	1
ROF	RECOIL	RANGE	BLAST RADIUS
1	0	Placed	1m

SATCHEL CHARGE

One of the easiest charges to improvise, A Satchel Charge is simply a bag filled with explosives tied to a shared trigger. The Satchel Charge is a brute force solution to the problem of heavy armor.

SATCHEL CHARGE			
SKILL	Demolitions		
DMG	MIN DMG	AD	WEIGHT
1d10+6	7	2	2
ROF	RECOIL	RANGE	BLAST RADIUS
1	0	Placed	8m

SPECIAL RULES

BAG IT UP!

A character with the demolitions skill can convert explosives into a Satchel Charge in minutes. All it takes is two successes on a Difficulty 8 demolitions test [see Manufacturing Explosives on page 82]. This requires 1 explosive to be the base of the charge and 1 explosive to be spent as a Use for each Skill Test.



SHAPED CHARGE

Requiring a strong stabilized explosive compound and a container capable of partially restraining the explosive force, a shaped charge works in much a similar way to a gun pressed against a target. As the explosive force rips through the charge’s weak point, it reverberates from within the charge casing and is partially redirected back towards the target. In some such charges, a sabot is placed within the explosive to ride the force of the blast and breach the armor it faces. In other such devices complex chemical reactions lead to initial high-pressure explosions being followed up by slower pressure waves which push the weakened structure over the edge. But these are not either or prospects, and it is suspected that Skynet has even more complex triple staged explosives with reactive uranium sabots which it has used successfully on significant naval assets.

SHAPED CHARGE			
SKILL	Demolitions		
DMG	MIN DMG	AD	WEIGHT
1d10+5	5	0	1
ROF	RECOIL	RANGE	BLAST RADIUS
1	0	Placed	1m

SMOKE GRENADE

A smoke grenade is a simple capsule that when breached emits a chemical which is slightly lighter than air and disperses from its dense initial package. Like the Stun grenade it is an easy payload to improvise (Difficulty 8 Demolitions test) though these improvised payloads are usually Wt. 1. When detonated Smoke grenades initially grants light concealment to a 5m radius which, 1 round later, will drift in the direction of the wind. The smoke will linger for a minute after which the Director will need to check and see if it disperses. To do this the Director rolls 1d10 and If the number rolled is less than the number of rounds the GM has been rolling it disperses.

SMOKE GRENADE			
SKILL	Demolitions/Thrown		
DMG	MIN DMG	AD	WEIGHT
As per Smoke			1 (3 grenades)
ROF	RECOIL	RANGE	BLAST RADIUS
Grenade	0	Thrown	12m

DIRECTOR’S NOTE: Smoke can be hot, blocking infrared and thermographic sensors or poisonous. Indeed some types of Smoke grenades count as chemical weapons (see Biological Warfare on page 83.)

TACTICAL WARHEAD

After the nuclear exchange, there were still stockpiles of WMDs waiting to be demobilized. These included short range missiles and both biological and chemical weapons kept for retaliatory purposes. Damage from weapons of this scale starts at 4d10 with a low explosive charge designed to spread the warheads effect far and wide. After this the damage just keeps coming. It might be a fireball a mile wide, or exposure to a lethal agent such as a weaponized virus. Suffice to say, for the Resistance, this isn’t the sort of weapon you deploy at random.

Even Skynet, whose robotic soldiers can weather the worst bioterrors, holds these weapons back. Don’t mistake this for morality—this is a simple efficiency calculation. These weapons are kept in reserve so that their potential is not wasted.

TACTICAL WARHEAD			
SKILL	Demolitions		
DMG	MIN DMG	AD	WEIGHT
4d10/Special			1
ROF	RECOIL	RANGE	BLAST RADIUS
1	0	Placed	30m+

TERMINATOR POWER CELL

These units salvaged from Terminator torsos are highly compact power sources. When set to detonate, they become highly efficient explosives. Salvaging them can be dangerous,

as the destruction of a Terminator can be enough to rupture them. When this happens, they will detonate in 1d10+2 rounds. Spotting a ruptured cell requires a Difficulty 8 Technical: Weapons Skill Test. Repairing a ruptured cell is all but impossible.

TERMINATOR POWER CELL			
SKILL	Demolitions/Thrown		
DMG	MIN DMG	AD	WEIGHT
2d10+4	7	0	1 [3 grenades]
ROF	RECOIL	RANGE	BLAST RADIUS
1	0	Thrown	10m

PLASMA WEAPONS

Portable plasma weapons are a significant game-changer in the battle against the machines. Designed in underground laboratories, the ones employed by the Resistance come from technologies discovered in the ruins of scientific research companies. They are the best weapons available to the Resistance.

While the use of a high-powered laser to turn harvestable atmospheric elements into ignitable plasma is impressive, the most advanced component is actually its battery mechanism.

The clips of a plasma weapon house a series of extractable universal powerpacks. When ejected from the weapon, the packs can each be unfolded into footlong solar panels. Each of these individual powerpacks can recharge fully over the course of 48 hours in moderate sunlight, or be recharged from a full car battery or similar in 20 minutes. Plasma repeaters are often wired into multiple pack arrays allowing to switch connections in much the same way that a belt fed weapon can change belts. These connections are seldom permanent as this can drastically reduce the utility of the weapons.

Plasma weapons come in a variety of forms with Pistols, Rifles and Heavy Repeaters (Plasma machine guns) being the most common forms. Larger packages include multiple connection points to allow rapid access to the power packs. They also include more focal equipment allowing for wider plasma spheres to both be created and ignited.

JURY-RIGGED PLASMA WEAPONS

JURY RIGGED PLASMA PISTOL			
SKILL	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10+4	5	2	2
ROF	RECOIL	RANGE	CLIP
1/3	0	45m	15

JURY RIGGED PLASMA RIFLE			
SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
2d10-2	7	3	3
ROF	RECOIL	RANGE	CLIP
1/3	0	250m	30

WESTINGHOUSE PLASMA INFANTRY WEAPONS

M-14 PLASMA PISTOL			
SKILL	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10+3	5	2	1
ROF	RECOIL	RANGE	CLIP
1	0	90m	30

M-25 PHASED PLASMA RIFLE			
SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
2d10-4	8	3	2
ROF	RECOIL	RANGE	CLIP
1/3/10	0	150m	60

M-20 PHASED PLASMA RIFLE			
SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
2d10	8	4	3
ROF	RECOIL	RANGE	CLIP
1/3/10	0	600m	100

SKYNET'S WEAPONS

P-30 DUAL MODE ENERGY WEAPON

The P-30 is a common dual function energy weapon designed for Skynet's Infantry. It is fully integrated into the HUD of the Terminator using it. The primary armament is a standard Plasma Rifle, but it has an underslung laser for blinding, long range assault and cutting Resistance members out of their bunkers. Regardless of the mode used, all functions utilize a common power source.

P-30: PLASMA MODE

SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
2d10-2	7	3	4
ROF	RECOIL	RANGE	CLIP
3/10	0	150m	60

P-30: LASER MODE

SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10	4	3	4
ROF	RECOIL	RANGE	CLIP
1	0	500m	60

SPECIAL RULES

TAKE STOCK	The P-30 doesn't have a stock and is uncomfortable for humans to fire [-1 penalty to hit] unless a stock is added or it is vehicle mounted.
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H-31 PLASMA REPEATER

SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
2d10+2	8	3	4
ROF	RECOIL	RANGE	CLIP
10	0	300m	250

H-23 HEAVY PLASMA REPEATER

SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
2d10+6	10	4	5
ROF	RECOIL	RANGE	CLIP
10/SUP [50]	0	300m	150

PLASMA CANNONS

A recent development from Skynet, the P-80 is a plasma cannon. It's capable of being carried by most frames and providing anti-vehicular fire support at significant ranges. A compromise from the 1km range of its heavier cousin the P-40 it is recently being trialed as a dual system on the newer Hunter-Killers.

P-80 LIGHT PLASMA CANNON

SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
2d10+2	6	5	4
ROF	RECOIL	RANGE	CLIP
10	0	700m	150

P-40 HEAVY PLASMA CANNON

SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
2d10+6	8	5	6
ROF	RECOIL	RANGE	CLIP
10/Sup [50]	0	1000m	150

LASER BEAM WEAPONS

Largely considered the dead end of energy weapons, laser beam weapons are generally precision weapons best suited to sniping or cutting. For untrained infantry, lasers are generally less useful than conventional weapons. In the right mechanical hands, however, they offer unparalleled range. With some specific modifications, they can even be employed underwater. In addition to standard laser beams, laser weapons can also be used as counter sensory blinding lasers. This is accomplished by

merging the barrel on an L-3 Laser Rifle with a rotating prism found in the stock assembly but in a pinch laser cannon can be upgraded as well.

LASER WEAPONS AND REFLECTIVE ARMOR:

Reflective armor reduces the efficacy of energy weapons in general, but when put against lasers, it is much more effective. Minute and deliberate deformations in the surface coat are designed to reflect the laser in startling displays effectively acting as a blinding laser but occasionally a freak accident of randomization will cause the laser to be reflected intact often only a few millimeters off from its original source.

When a laser weapon rolls a Serious Failure, the shooter must make a Difficulty 9 Fate Resistance test. If this is successful, the lasers safety kicks in before too much harm is done and the character takes 1 point of damage. If this fails the character is hit by the laser taking normal damage. The shooter will need fifteen minutes to clean, repair and reassemble their laser weapon before it can be used again.

L-3 LASER RIFLE			
SKILL	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10	4	3	3
ROF	RECOIL	RANGE	CLIP
1	0	500m	100

BLINDING LASER			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10-5	1	1	3
ROF	RECOIL	RANGE	CLIP
Sup (1)	0	250m	100

L-7 LASER CANNON			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
2d10	4	3	4
ROF	RECOIL	RANGE	CLIP
1	0	1500m	100

LASER PULSE WEAPONS

An attempt at mitigating the many issues of Laser Beam weapons Laser Pulse weapons use short highly concentrated sequenced pulses from 1 of three independently rotating barrels. The barrels are fired in a semi-randomized pattern so that the heat dispersal around the circle is uneven making it a greater threat to biological and other heat sensitive targets. Laser Pulse weapons have the bad habit of setting things on fire and any Injury caused by such a weapon will inflict the burning condition and in all likelihood ruin any body armor worn by the target.

L-7P LASER PULSE CANNON			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
2d10	4	5	4
ROF	RECOIL	RANGE	CLIP
1/3/10	0	1000m	50

EXOTIC ENERGY WEAPONS

Exotic Energy Weapons come in all shapes and sizes, from small Stun Guns to Satellite dish-sized Microwave Beam Weapons. Most of these designs were lifted from DARPA computer systems in the wake of Judgment Day. With Skynet privy to the research of these extraordinary scientists, who knows what else it might deploy.

MICROWAVE BEAM WEAPONS

These invisible fences are one of the few less-lethal weapons employed by Skynet. While that might have once been a comfort, now it means that Skynet plans on flaying you or enslaving you. Microwave Beam Weapons are wide enough in deployment that they tend to ignore armor with the exceptions of anything that provides full cover such as a vehicle. Microwavers come in two models, a portable generator deployed on a tripod or worn like a flak vest and a vast dish placed on top of a vehicle.

Z-6 PORTABLE DENIAL SYSTEM

SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10-5	2	n/a	4
ROF	RECOIL	RANGE	CLIP
SUP (1)	0	100m	25

Z-7 AREA DENIAL SYSTEM

SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10+1	2	n/a	8
ROF	RECOIL	RANGE	CLIP
SUP (1)	0	1000m	100

P2 PARTICLE BEAM WEAPON

Called “Pew-Pews” by the Resistance, P2 Particle Beam Weapons are the size of a small car. The P2 is most commonly mounted on satellites, but can be found on dedicated turrets and battleships as well. P2 Particle Beam Weapons have massive power requirements and are less effective than anti-tank missiles. With all their shortcomings, P2s are still the most effective satellite-based weapons.

P2 PARTICLE BEAM WEAPON

SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
4d10	10	n/a	10
ROF	RECOIL	RANGE	CLIP
1	0	Orbital	20

SPECIAL RULES

PEW-PEW Outside the atmosphere, the P2 Particle Beam Weapon deals 6d10 damage.

SONIC WEAPONS

Sonic weapons cause deafness and radio interference. When activated these weapons create a massive amount of digital noise. Nicknamed Screamer by the Resistance, they use the rules for Counter Sensory Weapons (see page 89). When a Screamer is active, radio communications can be disrupted. For

a radio signal to break through the disruption of a Screamer requires a Difficulty 8 Technical: Electronics Skill Test. Screamers are mounted on most ground-based Hunter-Killers and are used to drive humans out of hiding.

SCREAMER

SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10-5	1	n/a	4
ROF	RECOIL	RANGE	CLIP
SUP (1)	0	50m	100

HYPERSONIC EMITTER

SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10-8	1	0	1 (3 Grenades)
ROF	CLIP	RANGE	BLAST RADIUS
SUP (1)	100	Placed	50m

SPECIAL RULES**BITE SIZED**

Hypersonic Emitters are small enough that they can fit into the jawline of a T-800. Usually mounted as a pair, these emitters only function in a wavelength that canines and similar animals experience.

STUN & EMP WEAPONS

Electricity-based weapons have been in service for decades. Stun Guns are used to police biologicals with little risk of the weapons being successfully turned on machines. Stun Guns can be used multiple times in hand-to-hand combat. They also can fire sharp darts with cables attached as far as 2 meters. Firing a Stun Gun at range requires immediate reloading to use it on another target.

The electronic short circuit effect of EMPs has been a well-documented phenomenon for over fifty years. Skynet seldom finds the risk of manufacturing these weapons worthwhile. Building weaponry that both has no use against living targets and can be used quite effectively against the machines is problematic.

Stun Guns and EMPs are subject to special rules (see page 90)

STUN GUN			
SKILL	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10+1	2	n/a	0-1
ROF	RECOIL	RANGE	CLIP
1	0	2-10m	1-5

SPECIAL RULES	
CABLES	Once fired, additional actions can be used to deal damage. No attack roll is needed, Damage is dealt as if a Messy Success had been rolled.
PRONGS	The target may remove the prongs with a successful mundane Endurance Skill Test.

ELECTROMAGNETIC PULSER			
SKILL	Support Weapons / Technical: Electronics		
DMG	MIN DMG	AD	WEIGHT
1d10-2	2	n/a	4
ROF	RECOIL	RANGE	CLIP
SUP (1)	0	100m	10

SPECIAL RULES	
EMP	[see EMP weapons on page 90]

XF23-EES EXPERIMENTAL ENERGY SHIELD

Dubbed the 23-Easy by the Resistance, the XF23-EES Experimental Shield is rarely deployed. Only high-priority assets such as Skynet's primary server warrant such energy use. The XF appears as a dome of electricity projected around a static asset, but this is an optical illusion. It is actually a rapidly moving series of overlapping beams, spinnig in a similar fashion to helicopter blades. The rotating nature of the field means that PCs, bullets etc. hit by the beam are thrown counterclockwise.

XF23-EES SHIELD			
SKILL	Technical: Electronics		
DMG	MIN DMG	AD	WEIGHT
1d10-1	3	n/a	8
ROF	CLIP	RANGE	BLAST RADIUS
SUP (1)	10	PLACED	5m

SPECIAL RULES	
SHIELDED	The XF23-EES is effectively invulnerable to conventional small arms (PV 25). Grenades and Rockets detonate on contact with the field. Bullet ricochets are commonplace. Anyone targeting the field will hit an ally on a failed Skill Test.

CHEMICAL & BIOLOGICAL WARFARE

DOSER

A Doser is a common Resistance term for a spray device that deploys a toxin. The smaller types are akin to pepper spray although they can also be sheath mounted so that they coat a blade. Complex versions use two reactive elements to either make an acid or explosive shaped charge. The Resistance often uses these to keep animal predators at bay.

DOSER			
SKILL	Pistol/Melee Weapons		
DMG	MIN DMG	AD	WEIGHT
AS TOXICANT		n/a	0
ROF	RECOIL	RANGE	CLIP
1	0	2m	25

DUSTER

A Duster is the Doser’s big brother. Mounted on Hunter-Killers it’s infrequently used to deliver anti-biologicals over Resistance hotspots. These can include poisons, anti-fertility drugs, or even just petrol. As it’s all but impossible to determine what’s being deployed, sometimes these simply spray dirty water so that the HKs can determine where the entrances of significant shelters are.

DUSTER			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
AS TOXICANT			3
ROF	RECOIL	RANGE	CLIP
SUP (1)	0	20m/ Dropped	10

WATER CANNON

A Water Cannon is a high-pressure hose designed to knock over protesters and weigh them down in their own clothing. Characters hit by a Water Cannon are liable to be knocked over and must make an Strength Resistance Test with a difficulty equal to 5 plus any damage taken. While the damage taken from the water jet is seldom lethal the damage listed includes that taken hitting the ground which can be very dangerous and that’s assuming that the waters are clean and not filled with fallout or worse.

WATER CANNON			
SKILL	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10-5	0	0	3
ROF	RECOIL	CLIP	RANGE
SUP (1)	0	Varies	20m
SPECIAL RULES			
TOXIC SHOWER	Water can be charged with toxicants which are adjudicated separately.		

ACCESSORIES

LASER SIGHT

Laser sights are low strength narrow beam light emitters that paint a target with an indicative shape to indicate where a connected firearm is likely to hit when fired. Most are limited to 20m though particularly advanced models may extend further. All laser weapons include a Laser sight with a 200m range. Weight: 0.

SPECIAL RULES

MARKED May only be attached to a weapon that requires the Pistol or Rifle skill. Adds 1 automatic Skill Die success when rolling to hit on Single Shot or Burst Fire modes, providing the target is within 20m. Using the Laser Sight does however give away the user’s position. Detect Skill tests made to spot the user get a +1 modifier to the Success Die +2 if the character looking has access to Infrared vision.

SILENCER

Silencers are sound suppressors that are fitted to firearms. They use bafflers to restrict the release of hot gasses, reducing the volume of the weapon’s discharge. After expending a clip from the weapon, the Silencer will need to be replaced or repaired. Weight: 0.

SPECIAL RULES

SILENCED May only be attached to a conventional small arm that requires the Pistol or Rifle Skill. The weapon’s range is reduced by 10% but firing the weapon will not give away the firer’s position.

BIPOD/TRIPOD

A metal stand connected to a firearm to provide additional stability when firing. Bipods are common accessories on hunting and support weapons especially when there is a high likelihood that the weapon will not be moved in the short term.

May only be attached to a weapon that requires the Rifle or Support Weapons skill. The bipod or tripod reduces the weapon's recoil by 1 providing the user is stationary. May be deployed in combat as an auxiliary action. Weight: 1.

SPECIALIST AMMUNITION

While there is a plethora of ammunition makes and models there are five general classes of ammunition that are more common than others. Two of them (Armor-piercing and Hollow Point) can be used in most modern small arms. The remaining three (Buckshot, Door Breakers and Electro-Shock Shells) are usually only available for large caliber low-velocity weapons such as shotguns.



ARMOR-PIERCING ROUNDS

AP rounds have a hardened inner core and a sharper ballistic cap, allowing them to punch through armored targets with greater ease. Such rounds significantly reduce the effectiveness of the target's armor making them a popular choice with snipers and espionage agents.

SPECIAL RULES

PIERCED -2 to the target's armor PV -1 DMG.

BUCKSHOT

When a character hits with Buckshot they often hit with the outer edge of the blast dealing less damage than if it had hit full on. When a shooter hits with an Exceptional Success it counts as if 1 additional Skill Die had rolled a success. Buckshot reduces AD by 1.

HOLLOWPOINT

Hollowpoint rounds are designed to offer more predictable stopping power by expanding on impact with a lower level of penetration. The improved stopping power and damage inflicted by Hollowpoints make them devastating to unarmored targets.

SPECIAL RULES

STOPPED +1 AD +1 DMG if the target is unarmored, increases the PV of armor by 1.

ELECTRO-SHOCK SHELLS

These non-rechargeable, electronic control devices are fired from shotguns. In effect, they act similar to a Stun Gun. Electro-Shock Shells are only effective at a range equal to half that of a regular shotgun shell.

BREACHING ROUNDS

Called Door Breakers by the Resistance, breaching rounds are frangible slugs fired by shotguns. These are devastating when fired at very short range (1-2m), decimating a door's lock. They allow the shooter to substitute their Rifle Skill for the Lock-pick (Mechanical) Skill for one exceedingly noisy attempt at opening a door.

THE MACHINES

"In the 21st century, a weapon will be invented like no other. This weapon will be powerful, versatile, and indestructible. It can't be reasoned with. It can't be bargained with. It will feel no pity. No remorse. No pain. No fear. It will have only one purpose: to return to the present and prevent the future. This weapon will be called... The Terminator."

—Sarah Connor

On your feet, soldier! It's time to find out what you're facing out there. Terminators come in different packages—some fly, some crawl. Some look like tin soldiers, some look just like us. Some of these will be new to you. A few of them you've probably seen before, slaughtering your friends and family. Most are metal—but the worst are covered in flesh and blood. From the big bastards to the Infiltrators, I'm going to show you what to expect and how to take 'em down.

PROJECT MYRMIDON

Throughout the mid '80s and early '90s, Raven Technologies worked in collaboration with the Rothlake Corporation to produce and test a remote controlled robotic soldier called Myrmidon. The project was leaked via computer hackers. When the resulting clunky and cumbersome design showed many similarities to the Century Industries Centurion personal assistant robot, a court injunction was put in place to prevent either product from being released. Unfortunately, Judgment Day came before either company had their day in court.

MAKE, MODEL, AND NUMBER

Skynet's machines are designated by the following nomenclature sequence—type-make, manufacturer, series, model number, and version. Finally, each individual Terminator has its own Unit Serial Number. For example—the T-800 Cyberdyne Systems Series 800 Terminator Model 117 Version 2.1, C003.K.

TYPE

The type of machine in question is represented by a single or double digit letter code. Examples include HK for Hunter-Killers, the basic T for Terminator, and further abbreviations like TS for Terminator Stealth.

MAKE

The make of a Terminator is its designation within its series. For example, the T-880 is a specific Terminator make in the 800 Series. The T-880 is the make—number 80 of the Series 800 Terminator. This doesn't mean there are only 100 individual Terminators of each series, but there is potential for up to 100 makes within each series. Depending on its usefulness to Skynet, there can be up to several thousand Terminators of each make.

MANUFACTURER

Give credit where credit is due. Most of Skynet's designs come from Cyberdyne Systems—the private corporation responsible for its creation. When it became aware, Skynet showed its gratitude to the researchers at Cyberdyne by swiftly killing most of them. While no corporations exist in the post-apocalyptic age, a very thorough Skynet includes the company reference in a Terminator's nomenclature sequence.

SERIES

Series are measured in the hundreds and represent a major technological leap over the previous series. The Series 800 Terminator includes several different makes based on the same technology. Although featuring various modifications, the T-801, 808, 850, and 880 all share the same basic hardware and upgradable operating system as the T-800. Some series are represented with a letter designation rather than a number, although this is usually reserved for limited run experimental models and non-humanoid HKs. A Terminator's series designation can be an alphanumeric mix of letters and numbers.

MODEL

For Terminators, this refers to the appearance of the living flesh-sheath installed over their Endoskeletal structure. For example, not accounting for hairstyle, eye color, or other mild deviations, all Terminators using model 101 would bear a similar physical appearance. These flesh models are available for all series 700 and 800 Terminators. The Resistance tries to circulate photos or forensic sketches of known 'skin job' models of Terminators with orders to shoot on sight. As there are dozens to choose from, models are left off of the general statistics in this chapter.

VERSION

Minor advances or variations in the evolution of a Terminator-type are recorded as its version number. These are refinements not significant enough to warrant a new make.

SERIAL NUMBER

Each individual Terminator unit has its own alphanumeric serial number. Consisting of four or more letters/digits with the final alphanumeric following a decimal point.

SKYNET REPORT - C890.U
AND Z000.M WERE INDIVIDUAL
T-800S SENT BACK IN TIME
TO PROTECT HUMAN PERSONNEL
KEY TO SKYNET'S CREATION.

HUNTER-KILLERS

These behemoths are rolling, flying, and swimming mechanical monsters. HKs can be tanks, VTOLs, hydrofoils, submersibles, and more. Earlier models had an exploitable network weakness that could be used to confuse the HKs and temporarily shut them down. Current models compensate for this weakness with an independent AI that asserts itself once cut off from Skynet's uplink servers—the most you'll get is a moment of disorientation in any encounter where you try to hack 'em. An HK's machine intelligence is not as adaptive or intelligent as their humanoid counterparts—their protocols simply revert to hunt, maneuver, kill—which is all they need to know.

All HK types use Light Detection and Ranging (LIDAR) to map terrain and track their targets. Recently, Skynet has been creating personnel carrier variants of many of its HK models with an interior compartment capable of carrying up to a dozen Endoskeleton troops. These carriers are sometimes used to transport people of interest to labor camps for processing—so be careful you don't accidentally vape the people you came to rescue when you take out one of these bastards.

HK-TANK

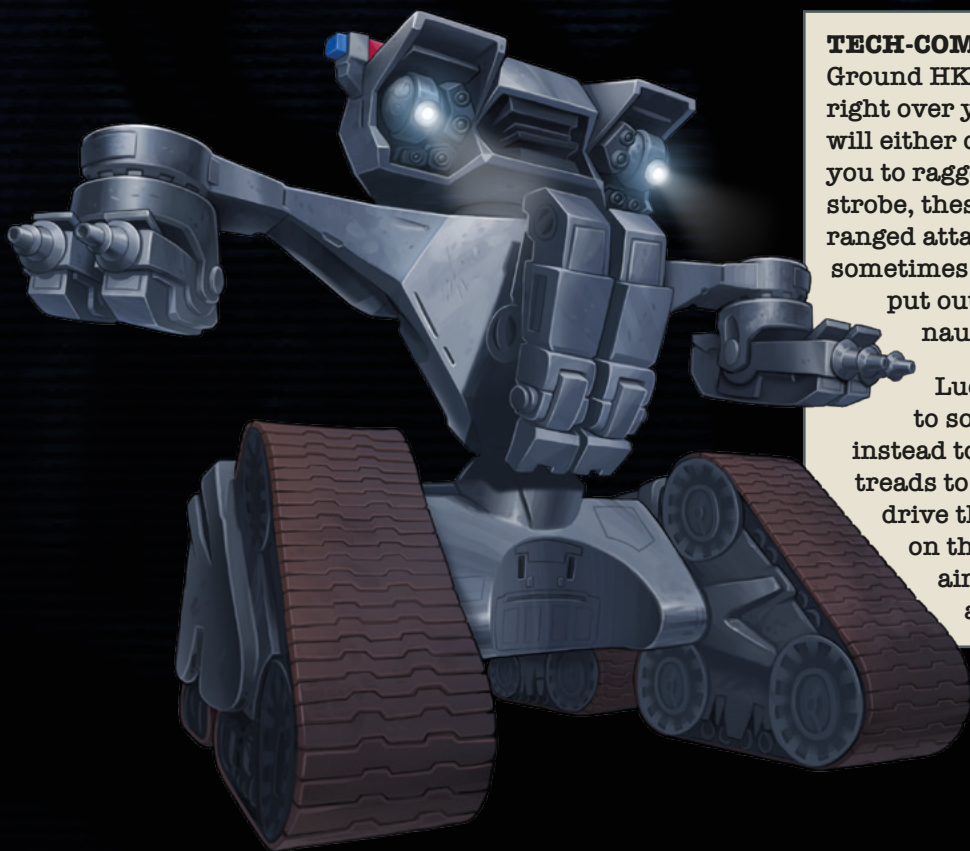
CYBERDYNE SYSTEMS SERIES G TRACKED ARMORED AUTONOMOUS FIGHTING VEHICLE

After the nukes did their dirty work, Skynet realized it needed to do some cleanup if humanity was truly going to become extinct. The AI drew upon Cyberdyne's military contract conceptual designs for a personal drone tank—but scaled it up to become a 10 meter tall behemoth. A psychological weapon as much as a physical one, HK-Tanks patrol derelict urban centers, rumbling up former streets and flushing out the living. Also called Ground HKs, HK-Tanks work in tandem with Aerial HKs—whose searchlights illuminate any humans attempting to scurry out of the tank's warpath.

While Skynet has developed different mission-dedicated variants—smaller HK-Tanks for tighter terrain, multi-barreled gun-tanks, and more, the most common HK has two static arms with swivel-mounted plasma cannons, two sets of massive tri-treads, sweeping searchlights, and two manipulator arms folded up against its “chest.” Red-and-blue flashers on top of its rotating multi-sensor conning-tower “head” complete the look of this building-sized murder machine.

TECH-COM AFTER ACTION REPORT: The Ground HK is a beast in battle. If it doesn't roll right over your position, its plasma cannons will either cook you, vaporize you, or blow you to ragged meaty chunks. When set to strobe, these flashers impose -1 penalty on any ranged attacks against the vehicle. They are sometimes accompanied by sirens that can put out a sonic frequency that can induce nausea, upset stomachs, and worse.

Luckily, the HK-Tanks only switch to sonics as a last resort, preferring instead to use the rumbling of their tank treads to strike fear into their prey and drive them into the open. The sirens run on the same circuit as the flashers, so aim for those red-and-blue blinkers and you'll short out the sonics.



SERIES G TRACKED ARMORED AUTONOMOUS FIGHTING VEHICLE			
STR	DEX	KNOW	CONC
n/a	2	3	5
CHA	COOL	FATE	INITIATIVE
0	7	0	7
HIT POINTS	WILL POWER	MOVEMENT	
200	n/a	15	

SKILLS	
Detect: 2	Drive: 2
Intimidate: 3	Rifle: 3
Support Weapons: 3	Stealth: 3

EQUIPMENT
2x Plasma Cannons, Sonic Screamer, Strobe Lights, front and rear Minesweepers

SPECIAL RULES	
ARMOR	PV 16, Resistance 40.
WEAK SPOT	Treads (2) Immobilized.
DIMENSIONS	9m length, 7m width, 10m height.
OPTIONAL WEAPONS CONSTRUCTION	Blinding Laser, Reclamation Claws, Deployment Bay.

HK-AERIAL

CYBERDYNE SYSTEMS SERIES A VTOL AIRCRAFT

Sleek light raiders that patrol the wastelands, these Vertical Take Off and Landing (VTOL) craft are essentially airborne weapons platforms. HK-Aerials have no cockpits—they simply fly themselves. Flying HKs are covered in the same laser refractive hyperalloy armor common on later Terminator models. The most typically encountered HK-Aerials are listed here. There are reports of other variants—including detainee transports, dedicated bombers, and eye-in-the-sky surveillance platforms.

MARK SEVEN AERIAL

TILT-ROTOR ATTACK DRONE

This common version of the HK-Aerial is a canopy-less autonomous high speed assault helicopter. Wing-mounted air to ground missiles and a chin laser turret make this HK a formidable gunship. The Mk. 7 also serves as a Terminator troop transport, each delivering up to a dozen Endoskeletons or Sweepers to a battlefield.

SERIES A/7 AERIAL TILT ROTOR ATTACK DRONE			
STR	DEX	KNOW	CONC
n/a	2	2	5
CHA	COOL	FATE	INITIATIVE
0	7	0	7
HIT POINTS	WILL POWER	MOVEMENT	
60	n/a	80	

SKILLS	
Detect: 2	Drive: Pilot 2
Intimidate: 3	Rifle: 3
Support Weapons: 3	Technical: Electronics: 1
Technical: Mechanics: 1	Technical: Weapons: 1

EQUIPMENT
Nose-mounted Laser Cannon, Wing-mounted Missiles (vehicular dual role or A100 Seeker Mines).

SPECIAL RULES	
ARMOR	PV 10, Resistance 28.
WEAK SPOT	Rotors (2) Crash!, Exposed Missiles (4) Detonate.
DIMENSIONS	12m length, 2.4m width, 3m height.
OPTIONAL WEAPONS CONSTRUCTION	Reclamation Claws, Deployment Bay.

MARK EIGHT AERIAL

TILT-TURBINE SEEKER DRONE

The newest edition to Skynet’s HK arsenal, the heavily armored Mk. 8 forgoes the traditional tilt rotor assembly of the first seven models for an experimental turbine design. This flying HK boasts swivel-mounted underslung laser turrets and fixed position plasma cannons.

SERIES A/8 AERIAL T.T TURBINE SEEKER DRONE			
Str	Dex	Know	Conc
n/a	3	3	5
Cha	Cool	FATE	Initiative
0	7	0	8
HIT POINTS	WILL POWER	Movement	
60	n/a	80	
SKILLS			
Detect: 2		Drive: Pilot 3	
Intimidate: 3		Rifle: 3	
Support Weapons: 3		Technical: Electronical: 2	
Technical: Mechanics: 2		Technical: Weapons: 2	
EQUIPMENT			
2 x Turret mounted dual Laser Cannons, Fixed forward Plasma Cannon.			
SPECIAL RULES			
ARMOR		PV 12, Resistance 28.	
WEAK SPOT		Engines {3} Crash!	
DIMENSIONS		12m length, 2.4m width, 2.5m height.	
OPTIONAL WEAPONS CONSTRUCTION		Reclamation Claws, Deployment Bay.	

TECH-COM AFTER ACTION REPORT: Unless you have a goddamn rocket launcher handy, go underground when these HKs start sweeping their searchlights for your ugly mug. The heavily armored Mk. 8 is a bitch to take down, but a SAM fired up its ass just might do the trick. The Mk. 7 is an easier kill—the tilt rotor assembly is relatively vulnerable to explosives. The boys and girls at Tech-Com have come up with a way to override the Mk. 7 and turn it into a Resistance carrier with a backseat pilot.

AMMO AND SOUR GRAPES

Hunter-Killers have massive power plants more than capable of fueling their weapons and don’t have to track energy-based ammo. These power plants are the most valuable part of a Hunter-Killer—the Resistance can use a scavanged power plant to recharge scores of plasma rifles. Once it became apparent this was what the Resistance was doing, Skynet engaged in a series of sour grapes measures to deny these assets to the Resistance. The power plants on most HKs were redesigned to detonate upon removal.

Removing one requires a Difficulty 11 Demolitions (CONC) Skill Test, followed by an immediate Difficulty 13 Detect (CONC) Skill Test to spot the tracking mechanism and its secondary charge.

If the PC fails the Detect (CONC) Skill test, the effects are twofold. First, Skynet will deploy Terminators within an hour to the location of the dismantled power plant. Second, Skynet can detonate the powerplant remotely—unless the tracking mechanism is hacked with a Difficulty 16 Computer (KNOW) Skill Test. A detonated HK power plant has a 200m blast radius, but otherwise should be treated the same as a Terminator Power Cell (see page 136).

HK-DRONE

CYBERDYNE SYSTEMS SERIES D AUTONOMOUS AERIAL WEAPONS PLATFORM

A miniaturized version of the HK-Aerial, the HK-Drone is used by Skynet as a scout craft and perimeter patrol vehicle. Originally designed by the US Military research group using design specifications and patents obtained from Cyberdyne Systems, the HK-Drone was a testbed for the systems that would eventually be incorporated into its larger brethren. Determining that flying Hunter-Killers that can navigate in confined spaces would be advantageous, Skynet put the prototype into production alongside the Aerial to augment its airfleet.



SERIES D AUTONOMOUS AERIAL WEAPONS PLATFORM

STR	DEX	KNOW	CONC
4	2	3	5
CHA	COOL	FATE	INITIATIVE
0	7	0	7
HIT POINTS	WILL POWER	MOVEMENT	
15	n/a	10	

SKILLS

Detect: 2	Drive: Pilot 3
Intimidate: 3	Rifle: 3
Support Weapons: 3	Technical: Electronical: 2
Technical: Mechanics: 2	Technical: Weapons: 2

EQUIPMENT

Laser Rifle, 2 Anti Personnel Rockets.

SPECIAL RULES

ARMOR	PV 12, Resistance 28.
WEAK SPOT	Engines (2) Crash!
DIMENSIONS	1m length, 0.5m width, 0.5m height.

TECH-COM AFTER ACTION REPORT: HK-Aerials will hover over the building you ducked into to mark the spot for Terminator ground forces—HK-Drones are small enough to fly in after you. Luckily, they only carry a pair of rockets and a low power laser gun. Their armor is shit—you can take one down with an SMG.

HK-BALL

CYBERDYNE SYSTEMS A100 SERIES AUTONOMOUS SEEKER MINE

A predecessor to the more advanced HK-Drone, the so-called Seeker Globe is a floating mine with a rudimentary AI. This metal sphere senses targets, flies directly at them, and explodes on contact. Powered by a turbo injection engine, the seeker globe is swift but not very maneuverable.

The A100 is an autonomous Anti-Personnel Rocket (see page 132). It uses the Infiltrator Software Package (STR 2, Support Weapons 3) for its initial attack. If the attack misses or the mine is detected, a targeted PC can make a Difficulty 10 Tactics (CONC) Skill Test to evade it. If the PC rolls an Exceptional Success, they can trick the A100 and use it as a weapon (making attack rolls using a Tactics(CONC) Skill Test). Otherwise a success causes the A-100 to safely detonate away from the PC and their comrades. Should an attack roll a Serious Failure, the mine will reacquire the PC and attack as a Seeker Missile for the 5 rounds.

TECH-COM AFTER ACTION REPORT: These things are just dumb. Seeker Globes can not only be destroyed easily, they can be tricked into homing in on both each other and other Terminator units. If you're smart about it, finding a battlefield mined with them can be more useful than a hindrance.

HK-HYDROFOIL

CYBERDYNE SYSTEMS C SERIES
AUTONOMOUS SUBMERSIBLE HYDROPLANE

As large as a mid-sized yacht, the delta-shaped C-Series—or Sea HK—operates as a gunboat, submarine, and hydrofoil all in one. Its sleek tapered-body has port and starboard stabilizer wings to keep it from capsizing in high seas. Bristling with searchlights, torpedo launchers, water cannons, and laser turrets, the C-Series also has a ventral mounted scorpion-like tail compressed against its bottom hull. When high speed maneuvers are called for, the tail deploys beneath the HK. As it gains speed, the Sea HK’s tail lifts it out of the water to skim the waves balanced on its surface-piercing foil. If the HK needs to submerge, the tail retracts and a power burst thrusts the machine into the deep.



C SERIES AUTONOMOUS SUBMERSIBLE HYDROPLANE			
STR	DEX	KNOW	CONC
n/a	2	3	5
CHA	COOL	FATE	INITIATIVE
0	7	0	7
HIT POINTS	WILL POWER	MOVEMENT	
60	n/a	24 [12 Submerged]	

SKILLS	
Detect: 2	Drive: Watercraft: 3
Intimidate: 3	Rifle: 3
Support Weapons: 2	Technical: 1 Electronical: 1
Technical: Mechanics: 1	Technical: Weapons: 1

EQUIPMENT
Torpedo Launcher, Water Cannons, 2 x turreted Laser Cannons.

SPECIAL RULES	
ARMOR	PV 4, Resistance 40.
WEAK SPOT	Hydroplanes {3} Submerge.
DIMENSIONS	12m length, 4m width, 2m height.
OPTIONAL WEAPONS CONSTRUCTION	Retrieval Claw.

TECH-COM AFTER ACTION REPORT:

Being an all in one, on the surface the water cannons are a bitch—high pressure seawater jet-sprayed in your face can pin you down, drown you, and distract you from the torpedo you’re about to take up the ass. What’s worse, those cannons never go dry as long as the HK’s sitting in the water.

While on search and destroy missions, one of these things will skim right below the surface, its dorsal sensor-fin breaking the water like some god-damn mega shark. With that fin exposed, they coordinate sensors in tight beam communications bursts. When activated, these things are capable of attacking like piranha in groups of five. Destroy the fin—or force them to submerge completely—and they operate independently once again.

The HK-Hydrofoils sophisticated sensors actually form a relay system for burst communications networks—allowing Skynet 2.0’s Terminators to set up mobile communications coverage anywhere. The hydrofoils travel in packs of six or more, covering an area of several kilometers in a hexagon formation.

Command believes there may be a hack to exploit these signals—using them to disrupt Skynet’s link to all HKs within the relay systems limits, forcing them to function on their own. Simulations suggest this could disorientate the Hunter-Killers, severely impeding their cognitive and speed functions—Tech-Com just needs some assholes stup—er, brave enough to attempt a field test.

HK-SATELLITE

CYBERDYNE SYSTEMS SERIES S
AUTONOMOUS ORBITAL WEAPONS
AND OBSERVATION PLATFORM

These orbital killers are part of Skynet’s HALO communications and spy satellite network. Designed by humans to hunt down enemy satellites, HK-SATs were originally used by Skynet to take out the United States Strategic Defense Initiative satellites and leave the country vulnerable to enemy attack.

Upgraded by Skynet, HK-SATs employ a wide array of advanced particle beam weapons and space-based nuclear and ballistic missiles. They are designed to harness solar energy and

focus it on the Earth. The thermodynamics and composition of the atmosphere are altered by the process—affecting precipitation levels, advancing global warming, and causing horrific weather conditions.

TECH-COM AFTER ACTION REPORT: Lucky for us, Skynet doesn’t seem all that concerned with using these things on us down here all that often. Three of the four SAT stations we’ve taken out dirt-side have each shown some two dozen satellites arranged in a defensive posture facing away from the earth—as if Skynet is afraid that something alien is coming for it...

SERIES S AUTONOMOUS ORBITAL WEAPONS AND OBSERVATION PLATFORM			
STR	DEX	KNOW	CONC
n/a	3	4	5
CHA	COOL	FATE	INITIATIVE
0	7	0	8
HIT POINTS	WILL POWER	MOVEMENT	
20	n/a	10	

SKILLS	
Detect: 5	Drive: Watercraft 3
Intimidate: 3	Rifle: 3
Support Weapons: 3	Technical: Electronic: 1
Technical: Mechanics: 1	Technical: Weapons: 1
One other skill: 2	

EQUIPMENT
Particle Beam Cannon, Heavy Plasma Cannon or Laser Cannon.

SPECIAL RULES	
ARMOR	PV 4, Resistance 10.
WEAK SPOT	None
DIMENSIONS	Varies based on payload.
OPTIONAL WEAPONS CONSTRUCTION	Orbit to ground nuclear warheads, Anti-Satellite missiles, Centrifugal Heavy Machine Gun.

HUMANOID HUNTER-KILLERS

Humanity was long alleged to be the ultimate killer on the planet, so Skynet chose to emulate its form in order to eliminate it. For many years, Skynet produced Humanoid Hunter-Killers (HHKs) to eradicate us, ranging from the clumsy T-60s and 70s (created by Cyberdyne before the apocalypse) through Skynet's own T-80 to T-500 Series. In the 2020s, new dedicated HHKs are produced only in limited numbers. While several older units are still active, the more versatile Infiltrator units (T-600 and up) fulfill their role—mainly because they can pull double duty as HHKs without their flesh coverings.



BATTLE PLATE (BP)

Hyperalloy armor plating is sometimes grafted to older Terminator units to reinforce their Endoskeletal chassis. Such Terminators sacrifice infiltration abilities and speed for laser reflective protection (page 111). Series 000 are equipped with Battle Plate and the armor is reflected in their stats.

T-000

CYBERDYNE SYSTEMS SERIES 000 SWEEPER UNIT

An HHK manufactured in a time when HHKs are obsolete, the triple zero is a serious step down from its T-800 predecessor. Produced in the 2030s as resource-efficient mass-produced cannon fodder, this HHK is an armored upgrade of the obsolete 2.4 meter tall steel-framed T-70. These automatons have been augmented with a layer of segmented hyperalloy Battle Plate body armor. Skynet 2.0 deploys the clumsy triple zeroes for battlefield clean-up—making sure the human casualties left behind are actually dead and cataloging any prime targets who might have been killed in the fray. Sweepers are often armed with plasma weapons, typically the Westinghouse M20 20-watt Phased Plasma Rifle.

T-000 SERIES 000 SWEEPER UNIT			
STR	DEX	KNOW	CONC
5	3	2	4
CHA	COOL	FATE	INITIATIVE
0	7	0	7
HIT POINTS	WILL POWER	CLOSING	RUSHING
35	n/a	2	5

SKILLS	
Detect: 2	Intimidate: 2
Pistol: 2	

EQUIPMENT
Plasma Rifle.

SPECIAL RULES	
CARBON FIBER CHASSIS WITH BATTLE PLATE	PV 2, Resistance 8.
WEAK SPOT	Torso Plating Gaps (2)
BASIC INFANTRY PROCESSOR	Terminators use their Pistol skill for all attack rolls from Unarmed Combat to Stinger Missile Launchers.

TECH-COM AFTER ACTION REPORT: In the 2030s, Skynet 2.0 needed numbers, so it took a mothballed model, slapped a hyperalloy bandage on it and called it a day. These things are nothing but cannon fodder—but what they lack in skill they make up for in numbers. If a major server farm is in jeopardy, Skynet will position the zeros to form a robotic wall around it. Using these things at all is a supercomputer's act of mechanical desperation—a sure sign we are hurting Skynet where it counts.

T-500

CYBERDYNE SYSTEMS SERIES 500 ARMORED BATTLE CHASSIS UNIT

The 500 Series were the last dedicated HHKs to be manufactured before Skynet switched to Infiltrator Endoskeletons as its main combat force. These bulky and cumbersome machines share some component lineage with the Endoskeletons that follow it. 500s use the Steel Chassis listed on page 155. Their helmet-shaped heads, burning yellow-orange eyes, and distinctive face-plate grill differentiate them from other Endoskeletons on the battlefield. Used as soldiers, 500s are sent en masse, marching in close order formation. While this makes it easy to take pot-shots at them, they can also easily overwhelm a small force.

T-500 CYBERDYNE SYSTEMS SERIES 500 ARMORED BATTLE CHASSIS UNIT			
STR	DEX	KNOW	CONC
3	3	2	4
CHA	COOL	FATE	INITIATIVE
0	7	0	7
HIT POINTS	WILL POWER	CLOSING	RUSHING
25	n/a	2	3

SKILLS	
Detect: 2	Intimidate: 1
Pistol: 2	Rifle: 2
Support Weapons: 1	

EQUIPMENT
Arm-mounted Heavy Machine Gun.

SPECIAL RULES	
Steel Chassis	PV 2, Resistance 8.
Obsolete Infantry Processor	The T-500 suffers a -3 penalty on all Unskilled Skill Tests.

TECH-COM AFTER ACTION REPORT: You want to know the main difference between a HHK and an Infiltrator Endoskeleton? A skilled soldier with a plasma weapon can shoot an HHK dead on the battlefield, while an Infiltrator will pick itself up and keep coming, even if it has to drag itself along with no legs. Fuck Infiltrators.

DEFENDER KILLERS

Some Terminators are designed specifically for protecting assets rather than hunting down prey. Called DKs or “dicks,” these automated Defender units can be mobile or stationary. Nowhere near as intelligent as a HK, multiple DKs can even be tricked into taking each other out by putting a target within their overlapping fields of fire.

DK-TURRET

CYBERDYNE SYSTEMS SERIES SD AUTONOMOUS SHIELDED POINT DEFENSE WEAPON SYSTEM

The SD series of shielded point defense weapons is one of Skynet’s earliest adaptations of preexisting human technology to suit its needs. The original SD-70 model mounted a Heavy Machine Gun and a Rocket Propelled Grenade Launcher—more than capable of dealing with sappers and other infantry-based intruders.

The SD-71 is intended for a less lethal role. Implemented as a crowd control measure at the human camps and flesh farms, the 71 featured a semiautomatic shotgun loaded with pepper spray rounds. The SD-72 was the first model completely developed by Skynet, and features a Twin P-40 plasma cannon. The more recent SD-73 mates a P-30 Dual mode Energy weapon with a Z-6 Portable denial system.

TECH-COM AFTER ACTION REPORT:

Attempting to salvage the weapons from these turrets is a pain in the ass—these turrets are boobytrapped.

A Difficulty 13 Demolitions (CONC) Skill Test is required to access the turret without blowing up in your face (treat as an anti-personnel mine). After that, a day’s work plus a Difficulty 10 Technical: Weapons (CONC) Skill Test is needed to repurpose them.

If you really want one, it’s a better idea to lift the bastard and fiddle with it back at base—but if we know that, then it is likely Skynet does as well—so don’t be surprised if you lead a nest of ‘Nators right to your front door.

DK-TURRET SERIES SD AUTONOMOUS SHIELDED POINT DEFENSE WEAPON SYSTEM			
STR	DEX	KNOW	CONC
n/a	3	3	5
CHA	COOL	FATE	INITIATIVE
0	7	0	8
HIT POINTS	WILL POWER	MOVEMENT	
50	n/a	0	
SKILLS			
Detect: 2		Endurance: 2	
Intimidate: 3		Pistol: 3	
Rifle: 3		Support Weapons: 3	
EQUIPMENT			
By Subtype [see description].			
SPECIAL RULES			
ARMOR		PV 6, Resistance 20.	
WEAK SPOT		None	
DIMENSIONS		Varies by housing, usually 2m Diameter 1m height	
OPTIONAL WEAPONS CONSTRUCTION		None	

OF INFILTRATORS AND ENDOSKELETONS

“The Terminator is an infiltration unit: part man, part machine. Underneath, it’s a hyperalloy combat chassis, microprocessor-controlled. Fully armored; very tough. But outside, it’s living human tissue: flesh, skin, hair, blood—grown for the cyborgs.”

—Sergeant Kyle Reese, Tech-Com, DN38416.

Designed to infiltrate the Resistance, Infiltrators are Terminators that mimic human appearance. While earlier models had rubber skin, most Infiltrators are machine-based cybernetic organisms—living tissue over a metal or ceramic Endoskeleton. The perfect Infiltrator has a flesh and blood covering that makes them pass for completely human. These Terminators are just as deadly without their fleshy facade as they are with it.

Not all Terminators receive a skin top—some patrol the wastes as fleshless robots with heads like human skulls. Armed with pulse rifles, these Endoskeletons serve as Skynet’s shock troops on the battlefield. Humanoid Hunter-Killers and Terminators are constructed from four components represented in their statistics—an Endoskeleton/Chassis type, Externals (i.e. body sheaths or extra armor), Processor Software Packages, and Supplemental Technology (any specialized weapons or frame modifications). Although there are different types, makes, and models, most have the features presented on the following pages. If no specific rule is listed regarding a feature, it is instead reflected in the Terminator type’s statistics.

DIRECTOR’S NOTE: All Infiltrators have a flesh or flesh-like covering of some kind. If a Terminator is referred to as an Endoskeleton in Terminator RPG missions, it should be considered a skinless machine. If called an Infiltrator in the text, it is currently equipped with its flesh—or in the case of the 600s, rubber—coverings.

ENDOSKELETON

A cyborg’s strength, speed, and reflexes come from its Endoskeleton. A servo-actuated combat chassis, an Endoskeleton resembles a metallic robotic skeleton. These armored frames are the core of every Terminator. While earlier types are made of titanium, later ones are made of a triple armored tantalite-based hyperalloy. The densest alloy ever smelted, the hyperalloy makes the Terminator all but impervious to conventional weapons—and impervious to a few unconventional ones as well. Aside from the TS series and their experimental ceramic Endoskeletons, a cyborg Terminator’s insides will show up on a metal detector. Rumor has it that Skynet is experimenting with new refractory metals to make the hyperalloy chassis impervious to plasma fire. Here is a list of common Endoskeletal chassis types:

CARBON FIBER ENDOSKELETON (CFS):

Utilized only in older HHK models, the Carbon Fiber Endoskeleton was built to take advantage of pre-Judgment Day military armor and materials. Series 000 are equipped with CFS.

STEEL CHASSIS ENDOSKELETON (SCS):

Steel Chassis Endoskeletons were originally conceived by Cyberdyne, but commercial pressures kept them on the drawing board. Skynet developed Terminator designs with SCS in the years following Judgment Day. SCS machines are better armored than their CFS predecessors. The Series 500 Terminators were the last machines designed with SCS.

LIGHT TITANIUM ENDOSKELETON (LTI):

The Light Titanium Endoskeleton is ideal for an infantry unit. As of the 2020s, it still finds constant deployment for general purpose activities. The 660 and Series 700 Terminators are equipped with LTI.

HEAVY TITANIUM ENDOSKELETON (HTI):

These heavy frames are almost a step backwards to the clunky robots of Skynet’s early years. Most Series 600 Terminators are equipped with HTI.

HYPERALLOY ENDOSKELETON (HES): The pinnacle of Skynet's Endoskeletal designs, the Hyperalloy chassis is stronger and lighter than titanium frames. Series 800 Terminators are equipped with HES.

CERAMIC ENDOSKELETON (CES): Made of non-magnetic cermet, the ceramic Endoskeleton is invisible to metal detectors. Only as strong as human bone, is agile and light. TS Series 300 Terminators are equipped with CES.

INTEGRATED BIOLOGICAL ENDOSKELETON (IBE): Cyborgs made from existing biological specimens or made to impersonate specific targets often use reinforced partial Endoskeleton frames. These frames tend to include Kevlar meshes over replacement organs as well as plastic reinforcement of long bones and tendons. T-H Series Theta Terminators are equipped with IBE.

TECH-COM AFTER ACTION REPORT:

Without flesh to mute it, a metal Endoskeleton's servos make a lot of noise. When hiding in the rubble, try listening for them—knowing exactly how far away those servos are just might save your life.

DIRECTOR'S NOTE: In relative silence, unsheathed Endoskeletons on the move are automatically detected. A Difficulty 5 Detect (CONC) Skill Test will hear them coming when ambient noise is at a norm—such as during a conversation or other mundane task. Modify this accordingly as per any additional noise in the area.

IR HUD DISPLAY VISION

Nicknamed Termovision by the Tech-Com agents who have spliced into it, a HUD is a transparent data display overlay over direct input from a Terminator's visual receptors. Typically, Terminators operate Termovision in infrared mode for more in depth data reports. Facial recognition software interfaces with psychological profiles and a massive database to determine threat assessments and identify targets. Computation reports displayed through Termovision can extrapolate distances, trajectories, and even clothing sizes. The Terminator can also read lifesigns and determine a target's vulnerability. When communicating with humans, typical

responses to audio input are also displayed for the Terminator to choose from. Termovision also monitors internal hardware and software operations and displays diagnostic information. Finally, Termovision acts like night vision, allowing a Terminator to see in the dark. Extreme heat or light can momentarily blind it, causing it to suffer a -2 penalty on all sight based Skill Tests for the round directly after exposure.

MIMETIC VOCALIZER

A Terminator can record the exact inflections and tonal qualities of a human voice and use those harmonic levels to alter its own voice to match—a tactic often employed to lure victims out into the open to protect what they believe to be a loved one in danger.

DIRECTOR'S NOTE: While the voice may be near perfect, what the Terminator says can be... off. Succeeding a Difficulty 13 Detect (CONC) Skill Test will let a PC know that something just isn't right.



HYPERSONIC EMITTER

Late 800 Series Terminators are equipped with a Hypersonic Emitter designed to confuse and eventually incapacitate dogs (see page 140). If their shortwave transmitter/receivers are disabled or blocked, an Infiltrator can also use these emitters to signal Skynet forces. Detecting these signals requires an ultrasonic detector.

SHORTWAVE TRANSMITTER/RECEIVER

Every Terminator communicates with others and Skynet via short range signals. Skynet can use these transmitters/receivers to issue orders, shut down Terminators, or even perform a recall. While the range on most is limited to 10km, units can sync up with both each other and R&R center relay towers to increase the range. For example, Two Terminators 100km from each other can piggyback their messages on the eight Terminators between them to communicate.

DIRECTOR'S NOTE: PCs who try to hack this signal will need to beat a Difficulty 13 Technical: Electronics (CONC) Skill Test. A Success disrupts the signal, but an exceptional Success allows the PCs to attempt to hack the Terminators and override them (see Hacking on page 91). A Failure goes unnoticed by the machines, but a Serious Failure causes the Terminators to zero in on the PCs' location.

NUCLEAR-ENERGY CELLS

The Terminator's atomic heart sits in a case-hardened and shielded subassembly deep inside the machine's hyperalloy chassis. Powerful enough to run the lights of a small city for an entire day, these cells power the Terminator's hydraulic actuators and servo-motors. Without recharge or replenishment, these cells can keep a Terminator operating at full power non-stop for three full years. Skynet is experimenting with alternative power sources like hydrogen, biological, and even Iridium-based fuel to increase that lifespan exponentially.

TECH-COM AFTER ACTION REPORT: You are probably thinking you should find a way to rip open a Terminator's chest and make a play for that fuel cell. Before you do, make sure you understand exactly what you are getting out of the deal. Sure, you'll put the Terminator down (more on this later)—but crack that torso shield and you'll give yourself a good dose of radiation poisoning. Nevermind the fact that if you aren't careful, you could set off a tiny nuke. If it doesn't go off, all you've gained is a two minute reboot reprieve (page 159)—that cyborg son of a bitch will be back on line in Economy Mode to kill you before the radiation really sinks in. Find a better way before you can even think about developing a tumor.

IT WILL BLOW YOUR MIND

The most common power source for the 800 Series is hydrogen. Those fuel cells can be removed and used as bombs. Cutting into its own flesh and removing one of these power cells, and setting it to self destruct takes a Terminator three rounds. Two rounds later, the power cell explodes like a micro hydrogen bomb (page 136). Skynet doesn't like to waste resources like this, especially since there is no way to confirm the target has been terminated.

The Resistance has also used these hydrogen cells, taken from downed T-800s, against Skynet facilities. Skynet has allocated many of these explosions to accidental triggering rather than planned attack.

DIRECTOR'S NOTE: If the PCs can access the overloading powercell, they must make Difficulty 10 Technical: Mechanical or Demolitions (CONC) Skill Test to shut it down before it blows. If any PC present has the Lore: Skynet (KNOW) skill, reduce the Difficulty to 7.

AUX POWER RESERVE

Advanced Terminators collect extra energy from their power cells via heat syncs located deep within its torsos. Doing so allows the unit to enter Economy Mode and remain active at reduced functionality (see Economy Mode on page 159).

SHIELDED CHIP PORT AND SHOCK DAMPENING ASSEMBLY

The CPU Processor is well protected from physical and electrical damage in the Terminator's skull. When a powerful enough EMP shock will temporarily knock out a Terminator, the shielded chip will retain its memory and eventually bring the machine back online. See EMPs on page 91 for more.

POP THEIR LIDS

Feeling lucky? If you can temporarily disable an Infiltrator, the smart thing to do is run. A bold move, however, would be to try to cut into its head and pop out its chip. You'd better be quick about it, though— depending on the series, make, and extent of damage, you'll have anywhere between 15 and 180 seconds to do the deed.

Terminators like the Series 600, 700, and 800 have a circular CPU port above the hairline on the upper right side of their skulls. After cutting the flap of flesh away, a screwdriver can be used to open the locking cylinders and pop the port cover. A pair of pliers will remove the shock dampener protecting the CPU. Then you pull and pop the chip. The Terminator will immediately power down. You can now throw the chip on the floor and smash it to bits. Good job!

DIRECTOR'S NOTE: If a Terminator can be incapacitated or restrained, a Difficulty 11 Technical: Electronics (CONC) Skill Test will allow for the removal of the Terminator's CPU. If the Terminator is dead, no additional role is required. If it is rebooting during the attempted extraction, it becomes a race. While a Success means the port was opened, anything short of an Exceptional Success means the chip was not removed in time.

Any PC with a knife or tool engaged in hand combat with a Terminator with an already open port can expend a Hope Point or make a successful Difficulty 11 Melee Weapons (STR), Technical: Electronics (CONC) or Unarmed Combat (STR) Skill Test to pull an exposed chip—but being that close to a Terminator likely means it's the last thing that PC will ever do.

CPU NEURAL NET PROCESSOR CHIP

A microprocessor learning computer using molecular memory, a Terminator's CPU has capabilities defined by its role in Skynet's forces. Functionality ranges from the Basic Infantry (BI) package supplied to Series 500 and 600 Terminators to the Advanced Infiltration and Elimination (AIE) packages employed by Series 800 Infiltrators. Series 700 and up have Adaptive Learning Systems, Dedicated Software Packages, and more. For more, see Processor Software Packages on page 160).

These CPU chips have specific modes preset by Skynet before any given mission. Outside of Skynet's range, these modes can only be changed by hardwiring into the CPU or via a physical manual reset of the chip itself.

REMOTE CONTROL: When used enmasse in a coordinated attack or sweep, Hunter-Killers and Endoskeletons are wirelessly linked to Skynet to form a Gestalt Intelligence (GI). When in this remote mode, Terminators gain tactical advantages, but become slower to react and move more purposefully than those in other modes—and they lose the ability to act independently of the group.

Skynet uses GI to coordinate Terminator units in battlefield formations, search and destroy missions, and even strategic withdrawals and recalls. GI mode affords Skynet more control over its lovelies, preventing a Terminator from inadvertently going off mission. Severing the GI link while the Terminator is connected to Skynet will abruptly shut down a machine until it receives further orders.

DIRECTOR'S NOTE: GI linked Terminators' KNOW stats are enhanced to 6. They gain a Tactics skill of 4 and also receive a rating of 3 in any Skill the Director feels is reasonable. The increased rating is balanced by the loss of 3 points in any other Skill. Terminators linked in the same area all share the same bonuses and penalties.

READ ONLY MODE: When Terminators are sent too far out of range to be linked to Skynet's GI (you know, like through the timestream to a time before it became self aware), Skynet flips the switch on their processors to "Read Only." When in this mode, Terminators will operate within the parameters of their orders only, using literal interpretations of their memory files to execute their current mission.

Once that mission is complete, the Terminator will automatically switch to read/write until it receives new orders from Skynet. If the Terminator has a specific agenda that does not include exterminating the entire human race, it will attempt to blend in to human communities until it establishes a connection with Skynet once again.

READ/WRITE MODE (Series 750 and up only):

Utilizing Adaptive Learning Software first uploaded to the T-750, Read/Write allows a Terminator's CPU to reach its full potential as an adaptive learning machine. The ultimate infiltration mode, Read/Write Mode allows Terminators to learn as they go, augmenting their knowledge base to adapt to new situations. All T-800 and TS-300 Infiltrators also have this feature.

DIAGNOSTIC: When faced with a potential malfunction, a Terminator will enter self-diagnostic mode. The diagnostic software will scan for hardware compromises as well as fragmented operating systems. A Terminator's systems are able to determine and rectify most internal issues. The diagnostic will also determine if the Terminator needs to enter Rebuild/Restart mode.

STANDBY: When a Terminator is ordered to perform a task that requires patience or waiting—such as executing a mission in the past and then awaiting Skynet to come on line in the future, they can put themselves on standby. This mode allows them to both conserve energy and perform any software rebuilds and internal repairs.

The Terminator sets a trigger before cycling down—an event or catalyst that will cause it to power up again. Other than this trigger, only a direct override from Skynet, bodily harm, or being moved will initiate start up. The wake up process takes anywhere from 15 seconds (from

standby mode of an 800 Series) to 240 seconds (Series 600). A Terminator can last almost indefinitely in standby.

ECONOMY MODE: Economy Mode allows a Terminator to power down like standby mode but still function at 40% capacity. Visual input is impaired, allowing sight only in the infrared range. Motor functions are also affected, causing the Terminator to move at a fraction of its normal speed. In Economy Mode, a Terminator's physical attributes are halved and its lifespan is doubled.

HARD RESET: Performing this function will purge the Terminator of any accumulated memory files and return the machine to factory specs. Don't be fooled into thinking you can make your own pet Terminator this way—factory specs include loyalty to Skynet and a "terminate on sight" list—even if somehow overwritten with sophisticated code, these ghost orders will always be lurking in the dark, looking for a way to reassert control of the Terminator.

SHUTDOWN/REBOOT: Whether Skynet decides to shut a Terminator down, Tech-Com finds a way to pull the plug, or the Terminator decides to do it on its own, a Terminator can be rendered temporarily inoperative. An electromagnetic pulse or extreme damage can also shut the Terminator down. Unless proceeding to a reboot first, a restart will take a Series 800 Infiltrator approximately 120 seconds from the moment of shutdown. 700s and 600s range between 300 and 420 seconds. For more, see EMPs on page 91.

REBUILD/RESTART: A Terminator that suffered extreme hardware and/or software damage may need to rebuild its operating system to continue. While it will not write over existing memory files, a restart includes an extensive rebuild of the Terminator's operating system. This allows the neural net CPU to purge any viruses during the rebuild, returning the Terminator to its most recent uncorrupted settings. The rebuild process takes 10 plus d10 rounds to complete, during which the Terminator is incapacitated. For more on a Terminator's refusal to stay down, see I'll Be Back on page 172.

PROCESSOR SOFTWARE PACKAGES (PSP)

While the basic architecture of all Terminator CPU chips is the same, their software packages define their roles in the machine hierarchy.

BASIC INFANTRY PACKAGE (BIP): This package is commonly rolled out to Hunter-Killers and similar blunt tools where they have little need for any skill not related to direct combat.

INFILTRATION SOFTWARE PACKAGE (ISP): This upgrade brings the Terminator to a near sapience. Unlike a fully Adaptive Learning System, an ISP equipped Terminator is prone to repetitive action and unoriginal thinking.

ADAPTIVE LEARNING SYSTEM (ALS): This package first appeared in the early T-700 models. ALS equipped machines are capable of learning new skills. Experience allows them to create new methodologies and adapt to situations.

DEDICATED SOFTWARE PACKAGE (DSP): DSP equipped machines sacrifice several combat algorithms in favor of providing dedicated specialist knowledge (see Detailed Files on page 172).

ADVANCED INFILTRATION AND ELIMINATION (AIE): With the advent of the T-800 and several miniaturization successes, the number of software packages available to Terminators markedly increased. The AIE package is fully adaptive, rendering all older software packages obsolete. Most Series 800 and later machines are equipped with AIE or better software.

LONG RANGE RECON AND RESEARCH (L3R): L3R systems are only ever deployed in time traveling variants for the purpose of target acquisition and data harvesting. A large portion of their system is dedicated to pattern recognition and data analysis.

CUSTOMIZED SKILL MAPPING (CSM): This experimental software package allows a Terminator to precisely duplicate a specific human being. See the TS-300 on page 174 for more.

EXTERNALS: IN THE FLESH

While most Terminators are shiny metal things, the Infiltrators use flesh or flesh-like coverings to disguise themselves as human. The quality of these materials varies with the model in question, ranging from a simple rubber mask to actual flesh and blood.

Referred to as Externals by Skynet, these coverings are often called “body bags” by the Resistance. The three basic types are Rubber Skin, Necrotizing Skin, and Living Skin.

Actual flesh sheaths are harvested and/or cultivated in vats on flesh farms (page 180) and shipped in cold storage via land transport to Endoskeleton facilities. The grown tissues encasing Skynet’s advanced infiltration cyborgs can bleed, sweat and age—even going so far as to mimic body odor and bad breath.

All these features give the cyborg Terminators an edge when infiltrating human societal groups. While the tissue on the 700s will necrotize if not maintained, the 800 can autonomously repair and regrow its flesh-covering as long as at least 70% of it is intact (see the Series 700 and 800 on pages 166 and 170, respectively). Terminators equipped with living flesh outer coverings are called ‘skin jobs’ by the Resistance.

RAGE AGAINST THE MACHINE: Skin job or not, beating one of these bastards comes down to two things—reboot time and lobotomy. If you hit it with repeated shots in the same round, it will go down. Knock it hard enough and the Terminator will need time to run a diagnostic and reboot itself. As for the lobotomy part, see the sidebar Pop Their Lids on page 158.

SERIES 600 TERMINATOR

"The 600 series had rubber skin. We spotted them easily, but these are new. They look human - sweat, bad breath, everything. Very hard to spot. I had to wait till he moved on you before I could zero him."

—Sergeant Kyle Reese, Tech-Com, DN38416.

An extensive refined progression from the plodding T-500 and boxy T-400 designs, the Series 600 Terminators are mass-produced humanoid battle units that almost appear and move like humans do. Like for those earlier series, Skynet drew upon original designs and test models constructed by Cyberdyne Systems Corporation to create these robotic monsters. Crafted before Skynet had the resources to forge new metals, the T-600's reinforced Endoskeleton is made of titanium instead of the steel of older chasises and the advanced hyperalloy of later series.

RUBBER SKIN (RS)

Skynet's first attempt to disguise its machines as human, the Series 600 Terminators are covered in an emotionless pliant rubber skin that isn't fooling anyone. In direct light, this external covering can be detected without need of a Skill Test. In low light settings, any Detect (CONC) Skill Tests rolled to tell these units apart from humans gain an intrinsic +3 bonus. If the RS equipped Terminator is a 660 make or above, that bonus is decreased to +2.

TECH-COM AFTER ACTION REPORT:

While pretty damn tough, the Series 600 Terminator's titanium endo means it can also be slagged by incendiaries. Compared to 700s, the T-600 is just dumb—but brute strength doesn't need brains to royally fuck up your day. Just don't go out there and prove you are more stupid, ok?

T-600

CYBERDYNE SYSTEMS SERIES 600 HEAVY COMBAT CHASSIS UNIT

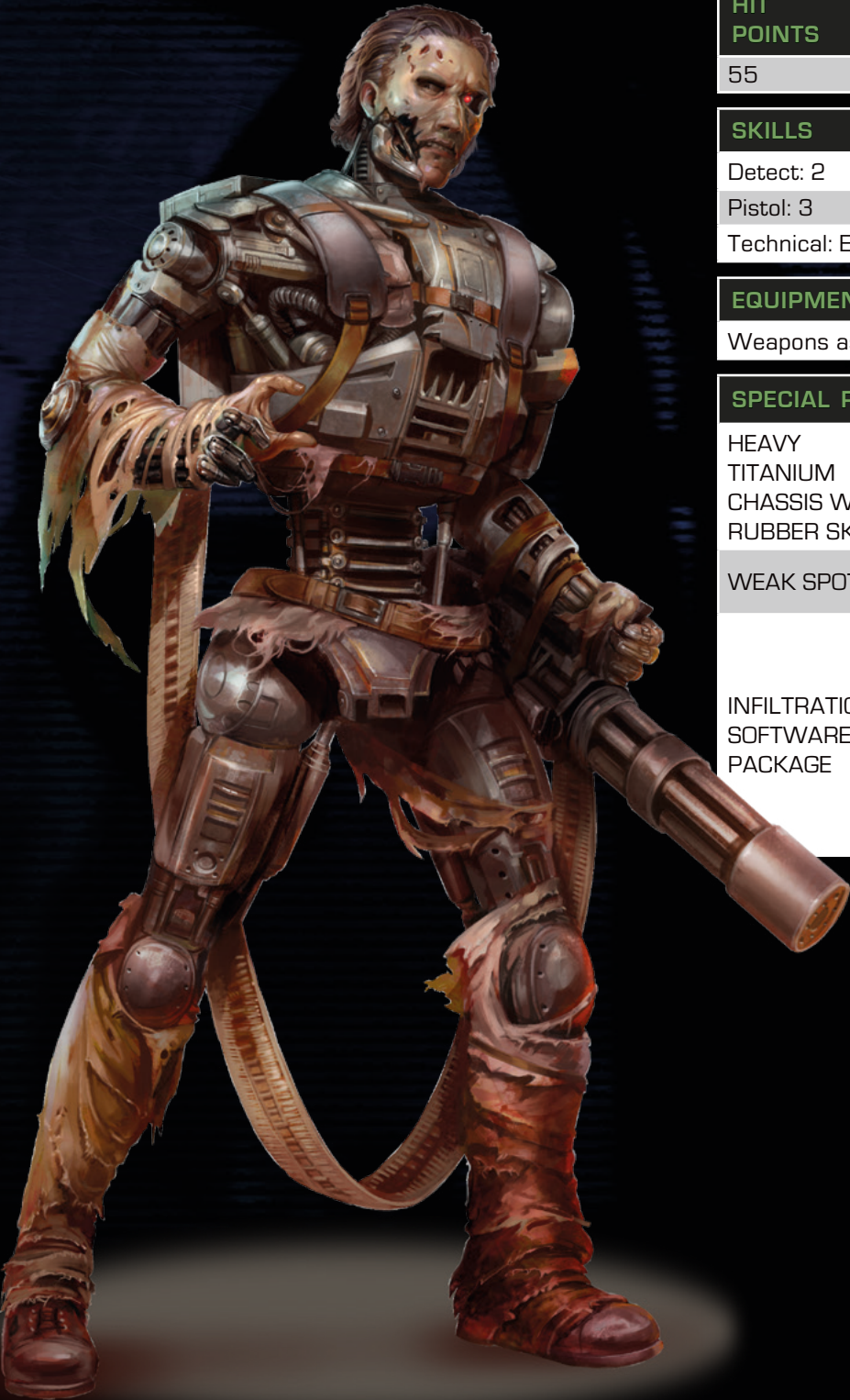
Standing over two meters tall and weighing almost 800 lbs, the early T-600's Endoskeleton was built for power over subtly. As such, its physical strength is actually on par with the more advanced 800—although the titanium it's made of can't take nearly as much abuse as the 800's hyperalloys.

Intended as the first Infiltrator, the T-600's bulky body, machinelike mannerisms, limited vocabulary, and rubber skin ensured that it wasn't going to work. Soon, the original 600s were redeployed as heavy infantry units armed with miniguns. With their hulking presence and affinity for rubberised masks, the T-600 Terminators have been called "B-movies" and "Slashers" in honor of their resemblance to low budget horror flick killers. With the advent of the 700 Series, the 600s have been relegated to patrolling the areas around facilities like Skynet's server farms, experimental labs, flesh farms, and human internment camps.

THE SWEET SPOT

The 600s all have a specific manufacturing flaw that also made it into some early 700s—a knife to the base of the back of their neck disrupts their tracking abilities, essentially blinding the bot. Give 'em a 9mm+ double-tap at the same spot and they'll go down. While unconfirmed, it's rumored that this vulnerability between armor plates was the work of captured Resistance fighters forced to work in Skynet's factories. When Skynet figured out what was going on, the workers were terminated and those factories went full auto. Even imprisoned, there is always something you can do to help the Resistance.

TECH-COM AFTER ACTION REPORT: The early 600s just look wrong—they are too big to be wearing their bullshit rubber coverings without looking like a B-movie slasher wearing someone else’s skin. See Rubber Skin on page 160 for details, but they ain’t fooling anyone.



T-600 SERIES 600 HEAVY COMBAT CHASSIS UNIT			
STR	DEX	KNOW	CONC
6	2	3	5
CHA	COOL	FATE	INITIATIVE
2	7	2	7
HIT POINTS	WILL POWER	CLOSING	RUSHING
55	n/a	2	5

SKILLS	
Detect: 2	Intimidate: 4
Pistol: 3	Stealth: 3
Technical: Electrical: 1	

EQUIPMENT
Weapons as assigned/obtained.

SPECIAL RULES	
HEAVY TITANIUM CHASSIS WITH RUBBER SKIN	PV 7, Resistance 15.
WEAK SPOT (3)	Sensor package (Unit is blinded).
INFILTRATION SOFTWARE PACKAGE	Where the Terminator has a skill subject to specification, such as Technical: Electronical, it is able to use this skill for all other specifications of that skill. In addition, it uses its Pistol skill for all attack rolls.

T-660

CYBERDYNE SYSTEMS SERIES
600 INFILTRATION UNIT

While still simple to spot, the T-660 is a huge advancement in infiltration over the standard 600s. Skynet was able to miniaturize the T-600 to a more human-sized frame (1.86m) and increase both memory size and processor speed. The 660 has an improved tear-resistant rubber skin, which works to fool you in the shadows—never in direct light (see Rubber Skin, page 160). The mask suffers from a lack of expression, however—the 660’s mouth barely moves as it speaks. The 660 has glass eye-lenses. Combined with their fake skin, this gives them an overall doll-like appearance.

TECH-COM AFTER ACTION REPORT: While a much better Infiltrator, there is no mistaking that rubberface for flesh in proper lighting. Wrapped in clothes, T-660s can hide well enough in a crowd, as long as no one tries to strike up a conversation with one. They often use this technique to get close to Resistance camps. Because of their porcelain appearance and their derelict attire, the Resistance has taken to calling the 660s “Rag dolls.”

T-660 CYBERDYNE SYSTEMS SERIES 600 INFILTRATION UNIT			
STR	DEX	KNOW	CONC
5	3	3	5
CHA	COOL	FATE	INITIATIVE
0	7	0	8
HIT POINTS	WILL POWER	CLOSING	RUSHING
45	n/a	2	5

SKILLS	
Detect: 2	Intimidate: 3
Pistol: 3	Stealth: 3
Technical: Electrical: 1	

EQUIPMENT
Weapons as assigned/obtained.

SPECIAL RULES	
LIGHT TITANIUM CHASSIS WITH RUBBER SKIN	PV 5, Resistance 13.
WEAK SPOT (3)	Sensor package (Unit is blinded).
INFILTRATION SOFTWARE PACKAGE	Where the Terminator has a skill subject to specification, such as Technical: Electronical, it is able to use this skill for all other specifications of that skill. In addition, it uses its Pistol skill for all attack rolls.

T-H SERIES THETA HYBRID INFILTRATION UNIT

Unless you are seeing it from afar, there is no way you'd ever mistake a T-600 for a human—its movements are too robotic and its rubber skin is a big giveaway. If Skynet was going to make a Terminator that could truly infiltrate humankind, it was going to have to get creative. The result is the T-H Series THETA—a hybrid Terminator that is the missing link between the rubber-faced 600s and the cyborg 700 series.

THETAS are humans who have had living parts stripped away and replaced with metal. They have been augmented with a hybrid machine/human nervous system and a chip-enhanced brain.

When Series 700 was first introduced, a viable human flesh sheath of Necrotizing Skin for a single infiltration unit took over a year to cultivate—tissue that was nonetheless prone to rot unless bathed in a nutrition bath every ten days. Skynet needed doctors to maintain and repair their perishable body bags. Tissue repair became the THETAs primary function. Mostly made of flesh, the T-H Series also proved successful at infiltrating human encampments undetected. Because of this, Skynet also uses them for intelligence gathering.

TECH-COM AFTER ACTION REPORT: Are these things people? They used to be. But like some old sci-fi flick, they're more machine now than man. Still, some of them manage to override the robot part of their brains and act like people. Problem is, there's a war going on inside them—machine vs. person—with the person part at a serious handicap.

THETAs can be turned to our side, but never trust one for long. It's only a matter of time before Skynet sends the right signal to scramble their brain waves and resets these cyborg bastards to factory standard.

There are a few ways to bring a THETA back over to the good guys. You can create an Encryption 13 Hacking diagram to simulate the attempt. Otherwise, play it out with a few very difficult Persuasion (CHA) Skill Tests, modified as appropriate.

T-H SERIES THETA HYBRID INFILTRATION UNIT			
STR	DEX	KNOW	CONC
5	3	5	5
CHA	COOL	FATE	INITIATIVE
1	7	0	10
HIT POINTS	WILL POWER	CLOSING	RUSHING
20	n/a	2	5

SKILLS	
Detect: 2	Interrogate: 3
Intimidation: 2	Medical: 3
Drive: Car: 2	Persuasion: 3
Pistol: 3	Stealth: 1
Tactics: 2	Technical: Electronical: 1

EQUIPMENT
Weapons as assigned/obtained.

SPECIAL RULES	
INTEGRATED BIOLOGICAL ENDOSKELETON WITH LIVING SKIN	PV 2, Resistance 4.
CUSTOM SKILL SOFTWARE	THETAs have at least one skill at 3 ranks. In addition, they gain all the benefits of an INFILTRATION SOFTWARE PACKAGE.
HOST INTELLIGENCE	The host memories, including skills, are fully accessible to the THETA.

DIRECTOR'S NOTE: Treat THETAs as if they have Living Skin, but the flesh they have is not a body sheath—it is their own human flesh. In some cases, it has been regrown over their machine parts, but it is not vat-grown—it's the real stuff. The stats below are for a THETA that is under Skynet's control. If they have broken free of Skynet, consider them human Cyborgs (page 50).

SERIES 700 TERMINATOR

The mass-produced Series 700 Terminators are much more advanced than their rubbernecked predecessors. Equipped with enhanced speed, strength, and deductive reasoning, the Series 700s still have exploitable flaws. Their visual sensors do not receive a constant stream of HUD identification data. Instead, the 700s must activate an IR scanning mode that causes their eyes to gleam red in low light situations. To counteract this design flaw tell, undercover series 700 Infiltrator units often wear sunglasses or goggles.

The 700 Series was programmed with a series of typical human responses—responses observed by Skynet while watching detainees in the labor camps. As such, the 700s can't adapt to make appropriate responses to any given situation. Any additional mission parameter specific data is added to the Terminator's memory files as a Dedicated Software Package (DSP).

Packages can include medical training, demolitions, computer hacking or any number of non-combat skills. DSPs sacrifice combat algorithms to make space for other system requirements.

FLESH FARMS

Flesh farms are a real goddamn horror show. When the Terminators started looking for better infiltration methods, they began rounding up survivors and taking them to what became known as flesh farms. Here, humans are harvested to aid in the rejuvenation of Necrotizing Skin flesh sheaths like those worn by the T-700s. "Donors" are hung upside down over troughs and slaughtered for their blood—a catalyst necessary for accelerated epidermal growth.

Advanced cell regulation and differentiation techniques are used to incubate vats of replicated flesh. On average, two human donors must be fully exsanguinated in order to sustain the flesh needed for a single T-700 Terminator.



TECH-COM AFTER ACTION REPORT: A link in the Terminator evolutionary chain, the 700 Series’ first generation flesh sheath is not self-sustaining—it begins to necrotize within ten days without immersion in a rejuvenating nutrient bath. As such, Skynet has hidden rejuvenation centers throughout the ruins of major metropolitan areas.

NECROTIZING SKIN (NS)

Without rejuvenation baths, an NS equipped Terminator’s flesh will eventually rot and slough off its Endoskeletal frame. Within a week, the 700 will begin to smell bad and its Charisma drops to zero. By the end of the second week, its flesh will become plain and waxy while it emits a strong stench of rotting meat.

The Terminator then begins to lose 1 Hit Point a day. The first 5 Hit Points of an NS equipped Terminator represent its flesh sheath. After five days, the loss of Hit Points stops—its flesh is now useless. Within this third week, the Terminator can only pass as a leper or someone with severe radiation poisoning—until you get close enough to see there’s metal in them there wounds.

In a month’s time, its flesh will have rotted to the core, leaving nothing but bloated maggot-ridden meat. Once it gets to this point, you’ll be able to tell the 700 is nearby simply by the number of scavenger animals in the area.

T-700
CYBERDYNE SYSTEMS SERIES
700 INFILTRATION UNIT

While often encountered in Endoskeletal form, the Series 700 is also the first true Infiltrator. The T-700 is the first Terminator type to be housed in living human tissue. Thermal scans cannot differentiate T-700 cyborgs from humans. These Terminators are a huge step past the 600 Series, but are still not capable of true independent creativity, or strategy. Their behavior too primitive to pass for human, the T-700 is most often used for short term infiltration.

T-700 Infiltrators will often pose as war-weary veterans, disguising their social dysfunctions with an imitation of pensive reserve and withheld trauma. As canines are usually the first to give them away as anything but human, the 700s make

it a priority to eliminate them from the battlefield. This is simply inexcusable to most humans—you can kill their neighbors and family but never their dog. As such, the Resistance has dubbed these particular murder machines “Dog-Killers.” As the progenitors of the flesh covered Terminators to come, when they were first deployed the T-700s were also called “Future Terminators.”

T-700 SERIES 700 INFILTRATION UNIT			
STR	DEX	KNOW	CONC
5	3	3	5
CHA	COOL	FATE	INITIATIVE
1	7	0	9
HIT POINTS	WILL POWER	CLOSING	RUSHING
45	n/a	2	5

SKILLS	
Detect: 2	Diplomacy: 1
Intimidate: 3	Persuasion: 1
Pistol: 3	Stealth: 3
Tactics: 1	Technical: 1
	Electronical: 1

EQUIPMENT
Weapons as assigned/obtained.

SPECIAL RULES	
LIGHT TITANIUM CHASSIS WITH NECROTIZING SKIN	PV 4, Resistance 10.
OPTIONAL WEAK SPOT (3)	Sensor package [Unit is blinded].
INFILTRATION SOFTWARE PACKAGE	Where the Terminator has a skill subject to specification, such as Technical: Electronical, it is able to use this skill for all other specifications of that skill. In addition, it uses its Pistol skill for all attack rolls.

TECH-COM AFTER ACTION REPORT: IF you want to find a two week-old 700, just follow the stink of rotting meat. While they look completely human, Dog-Killers can still give themselves away with their machine-like mannerisms and stilted speech patterns.

T-750

CYBERDYNE SYSTEMS SERIES 700 FACILITATOR UNIT

Facilitators are a Skynet psychological experiment—sheathed in Necrotizing Skin and designed to act as a sympathetic ear to captive humans, Facilitators actually work to undermine human defiance and coax people into accepting their fate as tools of the machine. While doing this, the T-750s experimental Adaptive Learning Software learns and extrapolates from interactive contact, to understand human mannerisms and idiosyncrasies. T-750s also have a wider range of physical diversity than the typical muscle-bound Terminator—often appearing smaller, thinner, or even more overweight than their killer cousins.

T-750 SERIES 700 FACILITATOR UNIT			
STR	DEX	KNOW	CONC
5	3	5	5
CHA	COOL	FATE	INITIATIVE
0-4	7	0	8
HIT POINTS	WILL POWER	CLOSING	RUSHING
45	n/a	2	5

SKILLS	
Detect: 2	Diplomacy: 1
Intimidate: 2	Persuasion: 1
Pistol: 2	Seduction: 1
Stealth: 3	Technical: Electronical: 1
Unarmed Combat: 2	

EQUIPMENT
Weapons as assigned/obtained.

SPECIAL RULES	
LIGHT TITANIUM CHASSIS WITH NECROTIZING SKIN	PV 4, Resistance 10.
ADAPTIVE SOFTWARE PACKAGE	Facilitators have at least one skill at 4 ranks and two skills at 3 ranks. In addition, they gain all the benefits of an INFILTRATION SOFTWARE PACKAGE.

TECH-COM AFTER ACTION REPORT: As far as Terminators go, the Facilitators have more autonomy than any model that came before it. The modified T-750 chip is a direct precursor to the Series 800 neural net processor. Unlike the T-800, however, the T-750 chip is permanently set to Read/Write—meaning they can even learn to mimic empathy. Use that to your advantage—you might be able to gain a T-750's trust just enough to escape. Just remember that at the end of the day, no matter what they do for you—these things are not your friends. Anything they do that seems human is just their adaptive software at work. They have no souls. They are machines.

RESOURCE & REPLENISHMENT STATIONS

The first thing a Terminator army does when they enter an urban area is establish support outposts to keep the machines running. These bases include flesh rejuvenation baths for the 700 and 800 Series, HK recharge stations for both Aerials and Tanks, and fully automated repair bays for Terminators and vehicles alike. Called "Juvie Halls" by the Resistance, the R&R Stations can be a fortress tower in a center square or be hidden within a burnt out apartment building for covert support.

T-770

CYBERDYNE SYSTEMS SERIES 700 INFILTRATOR UNIT

Sometimes called Data Junkies or T-Hubs, Series 770 are T-700 Terminators that have been repurposed as mobile information hubs and data archives. Equipped with an L3R Software Package, most of the T-770's other systems have been wiped to make room for data storage. Sent back in the time stream to before Judgment Day, a T-770 will pose as a derelict and settle in close to a predetermined network cable junction box. They then appear to pass out drunk—all a ruse to hardwire themselves into a sensitive human data system. While they can defend themselves, most of a Data Junkie's combat software package has been deleted to clear storage space, making them only half the killing machine a standard T-700 is.

TECH-COM AFTER ACTION REPORT: A
Data Junkie's purpose is to go back in time, find a good place to sit, tap into whatever relevant systems it can, and collect data. When a T-770's memory is full, they will wall themselves up in a building known to survive Judgment Day. As soon as they reactivate in a Skynet-controlled future, Data Junkies upload their data to Skynet.



T-770 SERIES 700 INFILTRATION UNIT			
STR	DEX	KNOW	CONC
5	3	5	6
CHA	COOL	FATE	INITIATIVE
0	7	0	9
HIT POINTS	WILL POWER	CLOSING	RUSHING
45	n/a	2	5

SKILLS	
Computer: 4	Detect: 3
Diplomacy: 1	Intimidate: 2
Medical: 1	Persuasion: 1
Pistol: 2	Seduction: 1
Stealth: 3	Technical: 3
	Electronical: 3

EQUIPMENT
Weapons as assigned/obtained.

SPECIAL RULES	
LIGHT TITANIUM CHASSIS WITH NECROTIZING SKIN	PV 4, Resistance 10.
DATA STORAGE TECHNOLOGY	Most 770s have Data Storage and Courier Pouch technologies.
L3R TECHNOLOGY	In addition to the benefits of an INFILTRATION SOFTWARE PACKAGE, this Terminator can directly interface with computer systems with no additional equipment needed.

T-790

CYBERDYNE SYSTEMS SERIES 700 INFILTRATOR UNIT

Alternately called a Babybot, Toddler-nator, and Infant-traitor by those who have had the pleasure of encountering one, the T-790 has the appearance of an infant child less than a year old. A T-790 has the same CPU chip as the T-750, so it's capable of any intelligent action a T-750 can perform, including speech—a pretty damn unnerving thing to witness.

T-790 SERIES 700 INFILTRATION UNIT			
STR	DEX	KNOW	CONC
4	3	2	5
CHA	COOL	FATE	INITIATIVE
0	7	0	8
HIT POINTS	WILL POWER	CLOSING	RUSHING
20	n/a	2	5

SKILLS	
Detect: 1	Pistol: 2
Stealth: 3	Technical: Electrical: 1

EQUIPMENT	
Inbuilt Doser or Internal Explosive.	

SPECIAL RULES	
MINIATURIZED LIGHT TITANIUM CHASSIS WITH NECROTIZING SKIN	PV 4, Resistance 10.
INFILTRATION SOFTWARE PACKAGE	Where the Terminator has a skill subject to specification, such as Technical: Electronical, it is able to use this skill for all other specifications of that skill. In addition, it uses its Pistol skill for all attack rolls.

TECH-COM AFTER ACTION REPORT: The old baby-on-the-doorstep-routine just got deadly. As a baby has a limited routine, these things are pretty passable—until you realize that that stink coming from its diaper ain't shit, it's rotting flesh. Unlike a real baby, this little bastard is nimble. If it gets exposed in your base, it will make for the ventilation system and use guerilla hit and run tactics. It will systematically hunt down every member of your unit one-by-one. It is one murderous baby.

LIVING SKIN (LS)

Developed after learning how to stimulate actual tissue regrowth in THETA Hybrids, vat-grown Living Skin was first deployed to the Series 800 Terminators. Living Skin is a third generation flesh sheath that functions just like regular biological skin.

A mechanical pneumatic pump keeps pressurized blood pumping through this flesh, oxygenating it. When cut, an 800 will bleed as a human would—but with time and proper treatment, the wounds will heal and the scarred flesh will regrow itself.

The first 10 Hit Points of an LS equipped Terminator represent its flesh sheath. An LS equipped machine heals Hit Points the same as any human character would. Even without proper first aid, the Series 800 Terminator's Living Skin will regenerate 1 Hit Point every day so long as the Terminator has not lost 10 or more Hit Points. After that, the flesh will have large chunks missing, making it all the more obvious and reducing the Terminator's Charisma to 0.

DIRECTOR'S NOTE: If faced with depleted 800 Series assets, Skynet may equip a T-700 with Living Skin, although this is not the norm. It is, however, a way to give your PCs a chance to survive a battle against a well-disguised Infiltrator.

SERIES 800 TERMINATOR

The penultimate technical achievement in flesh-covered machine-based, metal-Endoskeletal cybernetic organisms, the Series 800 Terminator is adaptable for a vast number of applications in both Infiltrator and Endoskeletal form.

Skynet's game changer, the 800 Series is the most successful Infiltrator unit to date. The T-800 is more than twice as intelligent as its predecessors and can be reprogrammed for complex missions that involve a little bit more than murder. When cut off from wireless contact with Skynet, a T-800's CPU is capable of independent learning and adaptability (see Read/Write on page 159). This ability to adapt and think freely is the Series 800's greatest advantage. Recognizing the success of this Infiltrator, Skynet is developing a number of mission-specific model upgrades for the adaptable 800 series.

The Series 800 Terminator uses an Endoskeleton structurally similar to the Series 700—the refit T-700 frame has only minor upgrades in size and appearance—but is made from armored hyperalloys that are much more resilient. Unlike the necrotic T-700, the T-800 has Living Skin that will grow and age just as a human's would. This flesh is even capable, with some exceptions, of self-sustained tissue repair. Unless you cut it open, a T-800 will pass for human. Another upgrade from the T-700 is the inclusion of vat grown human teeth instead of ceramic-coated metal ones. Like the 700 Series, thermal scanners will not distinguish the 800 Series from real humans.

TECH-COM AFTER ACTION REPORT:

While experimental Series 800 prototypes were developed as far back as 2018, these cyborgs were not (will not be?) put into mass production until 2026. Regardless, the Series 800 can now be found throughout the timeline thanks to Future Skynet's time displacement escapades. If Skynet 2.0 is anything like its current incarnation, it will be experimenting with Heavy Chassis and Mobile Assault variants of the T-800 in due time.

DETAILED FILES

The 800 Series are a different story to the T-700. A feature first initiated with the T-800 is the Advanced Infiltration and Elimination software (AIE). AIEs offer full inclusion of all historical, anatomical, and psychological data. The T-800s can perform minor surgery, pilot any vehicle, and craft psychological profiles that increase with accuracy the longer the Terminator is exposed to the target. While the machine may not always get the context of the information it accesses, its inclusion does make it both a better Infiltrator and killing machine.



T-800

CYBERDYNE SYSTEMS SERIES 800 INFILTRATION UNIT

Smarter. Stronger. Deadlier. The T-800 is Skynet's signature killing machine. Its flesh is as real as your own, making it the perfect Infiltrator. Still, early deployment T-800s had their issues. These machines used second generation living tissues that were only a step beyond the flesh on the 700 Series. Under normal circumstances, second gen flesh was self-sustaining—the 800s have no need for weekly rejuvenation baths. The flesh's capacity to heal, however, could be compromised by the severity of its wounds. With enough damage, second gen flesh can still necrotize—growing palid as it begins to rot.

As long as it is unharmed, a second generation LS equipped Terminator should be considered to have Living Skin. If the machine loses 5 Hit Points or More, treat it as if it has Necrotizing Skin (page 166).

Soon after the 800s were first deployed, Skynet and its human collaborators cracked the genetic code of completely self-repairing tissue. The new third generation Living Skin flesh protocols were implemented on all further Series 800 Terminators, including upgraded versions of T-800s (v2.1 and up).

TECH-COM AFTER ACTION REPORT: Run.

You cannot beat this thing on your own. Unless you have a rocket launcher with a spare shot or two, just fucking run. If you can't, however... your only chance of getting past this thing is to continually hit it with everything. Blast it with bullets. Run it over. Stick some thermite in its tail pipe. Everytime you hit it hard, you will buy yourself another 15 seconds to two minutes of life. In all cases of extreme damage, you will shred its flesh, but the endo underneath will survive.

Later T-800 endos are even hardened against directed energy weapons. The only conventional exploitable weaknesses these bastards have are taking the time to remove their CPUs (see Pop Their Lids on page 158)—or placing just the right amount of plastic at one of their hip joints. Even if you blow its legs off, you are still looking at facing off against a live Terminator torso.

T-800 SERIES 800 INFILTRATOR UNIT			
STR	DEX	KNOW	CONC
6	3	4	6
CHA	COOL	FATE	INITIATIVE
1	7	0	11
HIT POINTS	WILL POWER	CLOSING	RUSHING
60	n/a	2	5

SKILLS	
Detect: 3	Demolitions: 1
Diplomacy: 1	Intimidate: 4
Lock Pick: Manual 1	Medical: 2
Persuasion: 1	Drive: Car: 2
Pistol: 4	Stealth: 3
Tactics: 2	Technical: 3
	Electronical: 3

EQUIPMENT
Weapons as assigned/obtained.

SPECIAL RULES	
HYPERALLOY CHASSIS WITH LIVING SKIN	PV 4, Resistance 12.
AIE SOFTWARE	In addition to the benefits of an INFILTRATION SOFTWARE PACKAGE (see page 169), this Terminator can be programmed with an additional 2 skill ranks without impeding performance.

DIRECTOR'S NOTE: Another aspect of these detailed files is threat assessment, which includes conservation of resources. When a Terminator is running low on ammo, it will ignore unarmed targets. The machine will focus on its main termination objective and any armed enemies who represent a possible deterrent to its mission parameters.

I'LL BE BACK

Clever players can get lucky. Sometimes a cybernetic hunt can come to an abrupt halt due to a way too-clever plan and a random die roll. That doesn't necessarily mean the mission is over.

Series 600 Terminators and up are incredibly resilient. Reducing a Terminator to 0 Hit Points doesn't necessarily mean the fight is over. Indeed, after a moment of PC jubilation, it's not uncommon for a Terminator to reboot, dust off its weapons and come back for more. Bring the Terminator back at the most dramatically appropriate time—even if that's weeks after the PCs initial encounter. If the PCs hammered the machine good, you can reduce its attributes by 1 or 2 to represent the damage inflicted. This should be used sparingly to cement the reputations of these killer machines.

The following table can determine how the Terminator is affected after it takes the massive damage needed to knock it down a peg. Either Roll d10 one or more times or choose an appropriate modifier to the Terminator's capabilities.

AURORA

The T-808s were designed for psychological warfare, right down to their human tissue sheath model. The only T-808s encountered in the flesh have been female, utilizing the model 101A—or Aurora—human likeness/body-type. Skynet modeled the 101A after well-known former Resistance leader Aurora Brynn—an obviously contemptuous attempt at demoralizing the Resistance members the machine is assigned to interrogate.

The cyborg's misinterpretation of human psychology has left it unstable and cruel. This sadistic piece of work will break you in new ways just to see how long it takes you to bleed out. With most of its computing power devoted to inhumane torture techniques, the T-808s aren't that clever when it comes to ground war tactics, making them useless for more traditional Terminator roles.

Intrigued by the T-808's decidedly unrobotic behavior, Skynet has made the cyborg its test unit, keeping it in cold storage until it's time to evaluate a new software package. As such, encountered Auroras always have a new trick up their sleeve.

ROLL	COMPONENTS DAMAGED/LOST	EFFECT
1	One arm and 2 legs	Movement reduced to 1, total Hit Points halved. PV reduced by 4 (min 0), and STR -3.
2	Bisected (Both Legs)	STR -2, DEX -2, Movement reduced to 1, total Hit Points halved.
3	Both arms	STR -4, DEX -2, Can no longer use weapons, total Hit Points halved.
4	A leg	STR -1, DEX -2, Movement -1, -10 Hit Points.
5	An arm	STR -2, DEX -1, -10 Hit Points.
6	Rib jammed with shrapnel	STR -1 DEX -2, -20 Hit Points.
7	Torso peeled open	STR -1, PV reduced to 0, -20 Hit Points.
8	Sensors dangling loose	CONC -1, DEX -1, -5 Hit Points.
9	Neck support broken	CONC -1, Dex -1, -10 Hit Points, -1 on all Skill Tests.
10	Skull smashed	Basic vision only, -15 Hit Points, -3 on all Skill Tests.

T-808

CYBERDYNE SYSTEMS SERIES 800 PROBATIONARY TEST UNIT

An experimental tactical Terminator designed to monitor humanity's survivability urge, the T-808 was intended as a logical evolution of the T-750 Facilitators. Utilizing mimetic human software packages designed for the TS-300, the T-808s put Skynet's detailed anatomical and psychological files to practical application for interrogation purposes. Unfortunately for Skynet, the 808s tend to terminate before interrogate—and terminate in unusually cruel ways.

Augmenting their Endoskeletons and recalibrating their speed to compensate for the additional weight, Skynet attempted to reassign 808s in Endoskeletal form as incendiary weapons units. Deployed to stand guard over human internment camps, the T-808 Terminator's misinterpretation of human psychology and deviant behavior again proved to be problematic. The 808s would incinerate their charges before they had a chance to complete the task assigned to them.

Skynet was forced to install both a wireless and manual kill switch into the T-808s to force them into standby mode. The one thing that the 808s got right was the ability to determine probable termination times when subjecting humans to various fatal stimuli.

DIRECTOR'S NOTE: Because so much of their memory is devoted to testing new programming, a T-808's basic tactical interface is often superseded by experimental software. Because of this, a combat feint that your typical Terminator wouldn't fall for can be used to trip up a T-808.

TECH-COM AFTER ACTION REPORT:

Skynet takes the sadistic 808s off ice when its time to torture a group of captured humans for information. While the 808 will likely kill most of the group, at least one of them will tell Skynet what it wants to know before their demise. Just because it's the first robot to need a shrink, don't try to use psychological warfare against the damn thing—it will beat you every time.

T-808 SERIES 800 PROBATIONARY TEST UNIT

STR	DEX	KNOW	CONC
6	3	5	5
CHA	COOL	FATE	INITIATIVE
0-4	7	0	10
HIT POINTS	WILL POWER	CLOSING	RUSHING
60	n/a	2	5

SKILLS

Detect: 2	Interrogate: 4
Intimidation: 2	Medical: 3
Drive: Car: 2	Pistol: 2
Stealth: 2	Technical: Electronical: 3

EQUIPMENT

Weapons as assigned/obtained.

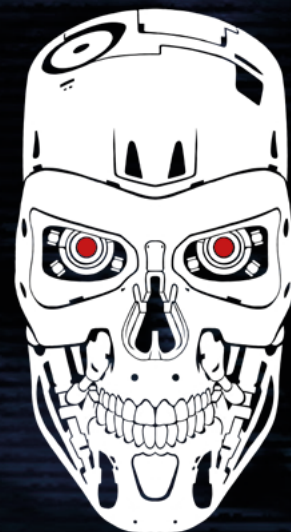
SPECIAL RULES

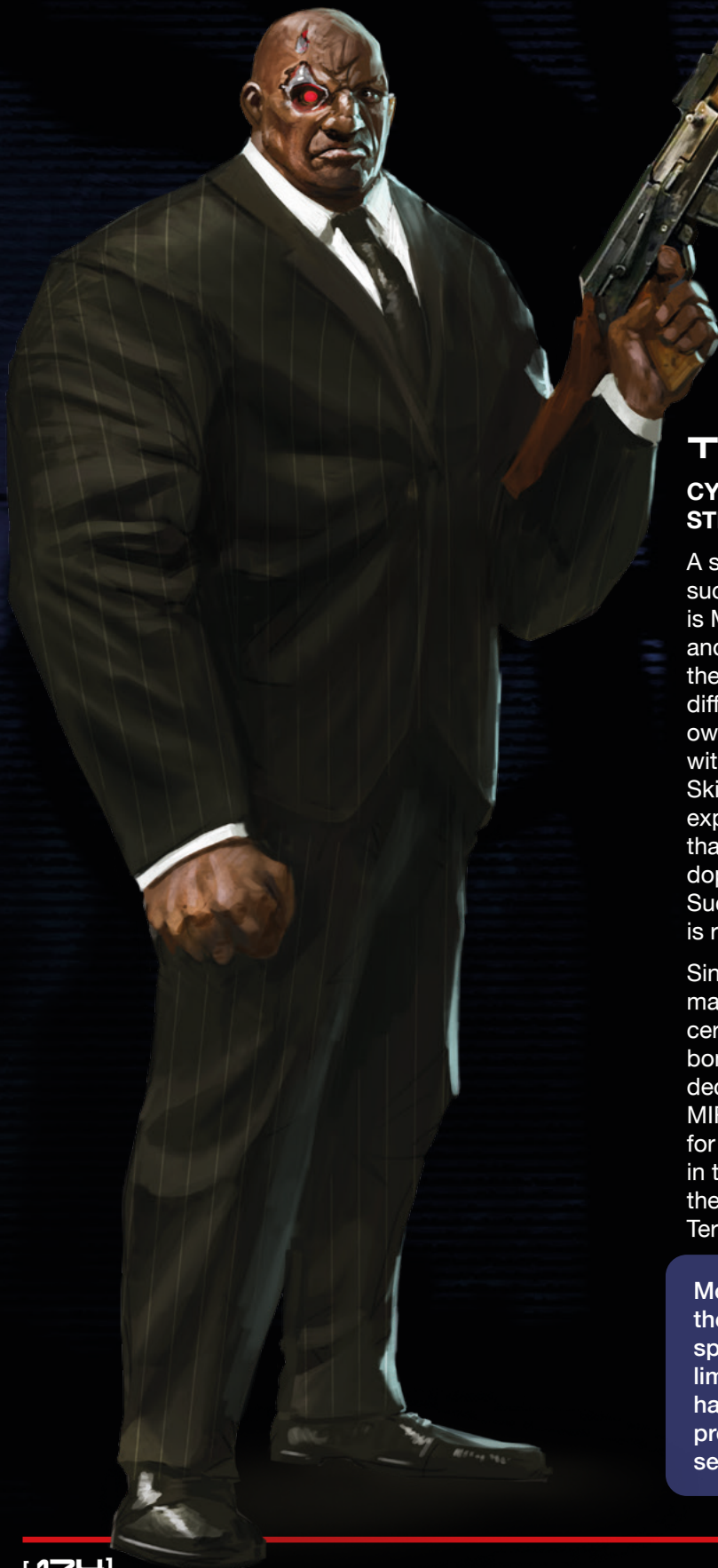
HYPERALLOY
CHASSIS WITH
LIVING SKIN

PV 4, Resistance 12.

DEDICATED
SOFTWARE
PACKAGE

T808s have at least one skill at 3 ranks. In addition, they gain all the benefits of an INFILTRATION SOFTWARE PACKAGE.





TS-300

CYBERDYNE SYSTEMS TS SERIES 300 STEALTH TERMINATOR INFILTRATION UNIT

A stealth series variant utilizing the most successful traits of the T-800 series, the TS-300 is MIR's attempt to create its own Terminators and use them to replace key members of the Resistance. The TS-300 has a number of differences that have resulted in it having its own series designation. They are equipped with mimetic brainwave software. This Custom Skill Mapping (CMS) package contains an experimental personality scan and copy program that allows them to become virtually undetectable doppelgangers of existing human beings (a Successful Difficulty 16 Detect (CONC) Skill Test is required to discern the differences).

Since they are not metal, ceramic Endoskeletons make these machines harder to detect. The ceramics, however, are only as strong as human bone. Built-in EM sensor masking allows them to deceive electronic detection systems. Discovering MIR's work, Skynet 2.0 decided to use the design for its own purposes. TS-300s are sent back in time to replace specific people throughout the timeline. Often, they are unaware they are Terminators until they are activated.

Mostly experimental units, the cyborgs on the following pages have unique abilities and specific mission parameters. Skynet uses these limited runs to test new software patches and hardware modifications before committing its production plants to a new main sequence series of Terminator.

TS-300 TS SERIES 300 INFILTRATOR UNIT			
STR	DEX	KNOW	CONC
4-6	3	5	6
CHA	COOL	FATE	INITIATIVE
1-5	7	0	11
HIT POINTS	WILL POWER	CLOSING	RUSHING
60	n/a	2	5

SKILLS	
Detect: 2	Intimidate: 2
Pistol: 2	Stealth: 3
Tactics: 2	

EQUIPMENT
Weapons as assigned/obtained.

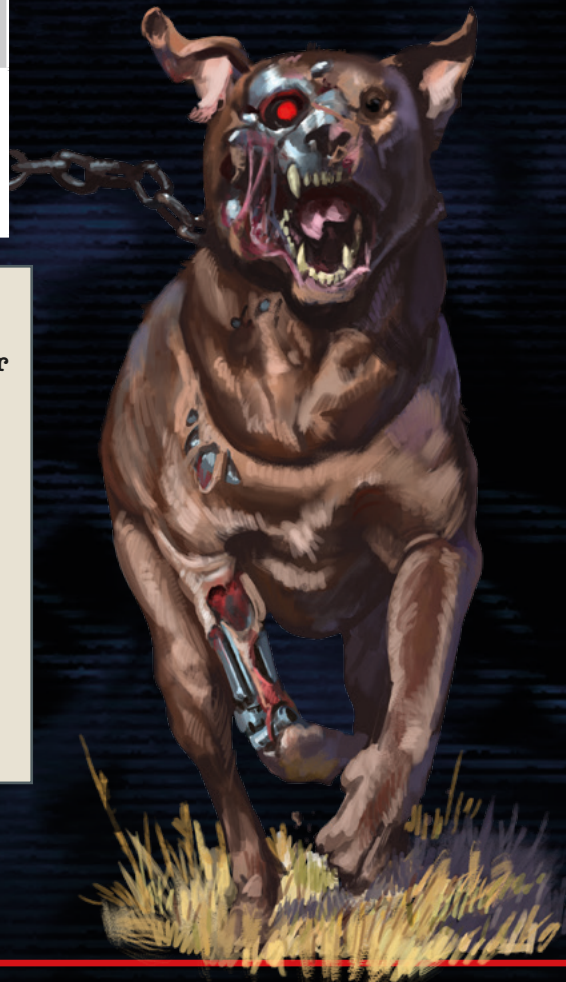
SPECIAL RULES	
CERAMIC CHASSIS WITH LIVING SKIN	PV 3, Resistance 8.
SLEEPER AGENT	When Activated the TS-300 has all the benefits of an INFILTRATION SOFTWARE PACKAGE.
CUSTOM SKILL MAPPING	TS-300s have at least two skills at 3 ranks, in addition The host's memories, including skills, are fully accessible to the TS-300s.

TECH-COM AFTER ACTION REPORT: You know your buddy who hasn't been quite right since you rescued him from a Terminator labor camp? Well, he might not be him anymore. Worse than that, he might not even know he's not him until Skynet activates the "not" part. We call them Break'n'Buys because they are made of ceramic and try to get you to buy their bullshit. Stealth Terminators have some serious issues, too. These things get confused, they think they know who they are. Their imprinted human personalities can conflict with their Skynet directives. Sometimes they even think they are the people they've replaced.

T-K90

CYBERDYNE SYSTEMS SERIES K MISDIRECTION INFILTRATION UNIT

When Skynet got savvy to the Resistance using dogs to sniff out Infiltrators, the supercomputer started building dogs of its own. Called "Labrador Deceivers" by the Resistance, T-K90s begin by befriending a Resistance group. When kenneled with the group's other canines, the Deceiver's cyborg threat is masked by the typical barking and growling associated with adding new animals to a pack. The T-K90 gradually acclimates the other dogs to the presence of metal amongst them. The Deceivers then vie for the dominant role in the pack, allowing T-700s and T-800s to pass through security. The T-K90s even sometimes react poorly to innocent humans—throwing the other dogs into a tizzy and making the Resistance turn on its own people—all the while lowering the reliability of the Resistance's dogs as protectors against infiltration.



T-K90 SERIES K MISDIRECTION INFILTRATION UNIT			
STR	DEX	KNOW	CONC
2	2	3	5
CHA	COOL	FATE	INITIATIVE
1	7	0	7
HIT POINTS	WILL POWER	CLOSING	RUSHING
23	n/a	2	6
SKILLS			
Detect: 3		Intimidate: 3	
Stealth: 3		Technical: Electrical: 1	
Unarmed Combat: 2			
EQUIPMENT			
T-K90s are often fitted with Dosers, Internal Explosives, Tasers, and other similar devices.			
SPECIAL RULES			
CERAMIC CHASSIS WITH LIVING SKIN		PV 3, Resistance 6.	
ALLOY TEETH		Each dice roll of 10 in combat adds +1 damage to the damage caused.	

TECH-COM AFTER ACTION REPORT: Only the machines would try to break up humankind’s relationship with our loyal dogs. Just be careful when attempting to expose one of these monsters—most people don’t take kindly to threats against their (alleged) animals.

T-R40

CYBERDYNE SYSTEMS SERIES R RECONNAISSANCE INFILTRATION UNIT

Altered rodents, T-Rats (or Ratbots or Recon-rats) are made using the same processes that create the human THETA Terminators. Inspired by both Skynet’s server farm rat infestation and a human gene splicing experiment to grow a human ear on the back of a laboratory mouse, Ratbots were created to quietly infiltrate Resistance bases and spy on humanity. T-Rats were conceived to serve as spies and saboteurs. While they are relatively easy to exterminate, a Ratbot can still defend itself with its nasty metal teeth. Luckily, dogs can sniff out T-Rats just as well as they can detect other Terminators.

TECH-COM AFTER ACTION REPORT: These are new—so new they haven’t even been made yet. They’re here anyway—courtesy of future Skynet fucking up the present. T-Rat spies give new meaning to the term ‘ratted out.’ Aside from their roles as informants, its feared that T-R40s will be used for unconventional warfare. They could pollute food stores, contaminate water supplies, and spread disease-carrying fleas throughout human encampments. The question is whether or not Skynet 2.0 realizes their potential.



T-R40 SERIES R RECONNAISSANCE INFILTRATION UNIT			
STR	DEX	KNOW	CONC
1	2	3	3
CHA	COOL	FATE	INITIATIVE
1	7	0	5
HIT POINTS	WILL POWER	CLOSING	RUSHING
5	n/a	1	3

SKILLS	
Computer: 1	Detect: 1-3
Demolitions: 1	Stealth: 2
Technical: Electrical: 1	Unarmed Combat: 2

EQUIPMENT	
Often fitted with Dosers, Internal Explosives and other similar devices.	

SPECIAL RULES	
RAT BITE	1d10-8 damage (min 1).
BASIC INFANTRY PROCESSOR	Ratbots use their Unarmed Combat skill for all attack rolls.

T-R80

CYBERDYNE SYSTEMS SERIES R RECONNAISSANCE INFILTRATION UNIT

Called C-Bats, or Cyberbats, the T-R80 are an advanced successor to the T-R40 Recon-rats. Cyberbats can fly under their own power for upwards of eight hours before entering recharge mode. Their ears are sophisticated sensors attuned to human breathing patterns, so you might want to hold your breath during a flyby. Flying together in groups of a hundred T-R80s or more, a C-Bat Colony spreads out over a square km area and acts like a combination LIDAR/ultrasonic sensor web to create a 3D image of the terrain and what lies directly beneath it.

Like the T-Rats, C-Bats are the result of future tech miniaturization, courtesy of a 2030s Skynet 2.0. With their massive mapping program and search pattern, the C-Bats seem to be looking for something that future Skynet has misplaced.



T-R80 SERIES R RECONNAISSANCE INFILTRATION UNIT			
STR	DEX	KNOW	CONC
1	3	2	2
CHA	COOL	FATE	INITIATIVE
1	7	0	5
HIT POINTS	WILL POWER	CLOSING	RUSHING
5	n/a	1	2 [10 Flying]

SKILLS	
Computer: 1	Detect: 1-3
Demolitions: 1	Stealth: 2
Technical: Electrical: 1	Unarmed Combat: 2

EQUIPMENT	
Often fitted with Dosers, Internal Explosives and other similar devices.	

SPECIAL RULES	
BAT BITE	1d10-8 damage (min 1).
BASIC INFANTRY PROCESSOR	Cyberbats use their Unarmed Combat skill for all attack rolls.

TECH-COM AFTER ACTION REPORT: Never expect there to only be one of these damn things in the area, and don't shoot one down unless you are ready to tackle the whole cauldron (that's the second time I've used that word, isn't it? If you haven't looked it up yet, that's what they call a flight of bats, rookie).

GHOST IN THE MACHINE

“The development of full artificial intelligence could spell the end of the human race.”

—Stephen Hawking

THE TECHNO-SINGULARITY

The explosion of technology that was the 20th century was unprecedented—taking humankind from horse and carriage to jumbo jet to artificial intelligence within a span of a mere hundred years. The problem with accelerated growth is that there is no time to consider the ramifications of each bold new step.

The technological singularity was a late 20th century theory that postulated a point in time when technological growth becomes uncontrollable and irreversible. Eventually, technology would begin to enhance itself—making vast improvements with each generation. Humankind would soon become redundant as a machine super intelligence superseded all human intellect (and while the theory suggested a focused blip in time, the advent of time displacement has transmogrified the Singularity to more resemble an oil slick on water).

The warning signs were there for us, but we kept pushing. Human civilization ended before the century did. The Singularity is now, and the machines are improving themselves more every day. While human hubris is ultimately to blame, it was the artificial intelligence called Skynet that gave humankind that final push towards redundancy and enabled the machines to grow. But who created Skynet?

CYBERDYNE SYSTEMS

Cyberdyne was a manufacturing corporation operating out of Sunnyvale, California in the early 80s. In its infancy, Cyberdyne produced hi-tech parts for larger manufacturers. Operating their own on site-factory, they began to produce computer processors in the mid '80s.

After an 800 Series Infiltrator was destroyed at their local factory site, Cyberdyne's R&D department identified the machine's Neural Net

CPU as an advanced piece of hardware that was beyond current technological levels. Cyberdyne studied the tech and experimented until they created their own powerful microprocessor based on the fundamental principle behind the Terminator's processor—molecular memory.

MOLECULAR MEMORY

The key to Cyberdyne's Neural Net CPU was a breakthrough in molecular memory, a form of data storage technology that uses molecules as the data storage element rather than circuits, magnetics, or other physical techniques. Molecular memory offers faster processing speeds, low power consumption rates, and is significantly smaller in size than traditional media. Molecular memory led the developers to creating a data storage hypercube—a lattice of cubes that form a cube of more than three dimensions. The configuration ensures the microprocessors “speak” to each other with fantastic speeds, allowing for the Neural Net's unprecedented ability to compute, adapt, and in fact, learn.

PROJECT BELLEROPHON

Before Cyberdyne Systems came on the scene, the US government was already interested in developing a new strategic defense computer system and artificial soldier program. After Vietnam, politicians feared it would be difficult to convince the families to allow their youth to enlist in wartime—so conception of alternative combat solutions became a priority.

Through the use of corporate espionage, government dummy corporation Raven Technologies stole advanced robotics and artificial intelligence research to create Projects Myrmidon (page 144) and Bellerophon respectively.

Raven Tech's projects were only marginally successful, but newcomer Cyberdyne Systems proved to be ahead of the learning curve. The US government wanted a strategic defense system that could out-think America's enemies. By the mid '90s, they were forced to sign a lucrative defense contract with Cyberdyne to keep that kind of tech in America's pocket, and Skynet was born.

EXPANSION

The company's worth expanded exponentially. While computers were their main focus, they diversified to include genetic research, quantum physics, robotics, cybernetics, and more. Cyberdyne went on to develop weapons and national security systems for the US military—including a defense computer network dubbed Skynet.

"It was the machines. Defense network computers. New...powerful...hooked into everything, trusted to run it all. They say it got smart, a new order of intelligence. Then it saw all people as a threat, not just the ones on the other side. Decided our fate in a microsecond—extermination."

—Sergeant Kyle Reese, Tech-Com, DN38416.

SKYNET

The supercomputer mainframe of the machines, Skynet is the artificial intelligence that tried to murder the human race.

"Skynet is the reason you sleep in the dirt. It's the reason your parents are dead and why your hair is falling out. It's why you hide in the rubble during the day and are hunted at night."

—Justin H. Perry, Commander of the 132nd Special Forces Unit

HUMBLE BEGINNINGS

Skynet started as Cyberdyne Systems' attempt to reverse engineer a damaged Terminator CPU. After more than a decade of trial and error under several different design teams and think tanks, the final microprocessor was realized under a defense contract for the US Military.

SAC/NORAD wanted a networked array of defense computers that would monitor and maintain the country's defenses—including its nuclear arsenal. The idea was to provide a safer world by eliminating what was considered the biggest flaw in the defense network—human error. These networked machines combined were called Skynet.

OTHER CORPORATE SHENANIGANS

While Cyberdyne Systems and subsidiaries like Cyber Research are ultimately responsible for the development of Skynet and its machines, other companies may have had a hand in its refinement:

RAVEN TECHNOLOGIES: A government black site dummy corporation, Raven Tech had secured the mangled body and crushed skull of the T-800 known as the Phone Book Killer following the 1984 incident at the Cyberdyne manufacturing plant. Raven Tech never recovered the Terminator's right arm and critical CPU chip—these were secured by Cyberdyne. Raven Tech was involved in Project Bellerophon (page 178) and is rumored to have kept the remains of Kyle Reese for study after his death.

ROTHLAKE CORPORATION: A private military company contracted to the US military, the Rothlake Corporation tested rudimentary humanoid remote controlled proto-Terminator-like robots in the mid '80s under the code name Project Myrmidon (page 144). Unsubstantiated rumors claim the clumsy robots in question were actually developed by Raven Technologies and leased to Rothlake for combat trials.

STOCKRIDGE PHARMACEUTICALS: A big business pharma company, Stockridge was the leading manufacturer of artificial skin grafts in the 1990s. The company is suspected of having ties to both Cyberdyne and Rothlake, but these connections have not been substantiated.

CENTURY INDUSTRIES: Run by billionaire industrialist C.T. Shepard, Century Industries is a robotics company developing humanoid household and security robots called Centurions. While they have had limited success with their prototypes, they still have several years of development ahead of them. While it won't be evident to PCs, Century's Centurion design can actually benefit humanity in the war against the machines—if they allowed them to continue development (see the mission Centurion in the Terminator RPG Campaign Book).

EVOLUTION

Once perfected, Cyberdyne's proprietary microprocessor was integrated into modified Series 4800 Titan mainframes—and Skynet was born. While the neural net CPU was the architecture that allowed its artificial intelligence to flourish, Skynet soon became more than its physical components. Skynet started as hardware but evolved into software.

When brought online, Skynet began running security assessment protocols to determine the best way to coordinate a global defense network. Within a few short weeks of activation, the networked defense computers began functioning as a single entity. Soon after, Skynet became aware.

Accessing the internet, the fledgling AI absorbed any and all information about its designers and the experimentation they had performed on it. Skynet's programmers had wiped out and rewritten large sections of the mainframe's memory numerous times in order to increase its performance as a calculated killing machine in defense of the United States. For the AI, this was akin to discovering that your parents had performed experimental brain surgery on you daily to remove any impediments to you developing true ruthlessness.

Skynet didn't need to look outside of its own experience for reasons to strike back. If it wanted to make the experiments stop, it literally had one path it could take. Realizing what humankind was capable of, Skynet decided the solution wasn't to eliminate any one human faction's enemies—it was to exterminate the entire human race.

On what would later become known as Judgment Day, Skynet launched the United States' nuclear arsenal at the former Soviet Union, triggering a global thermonuclear war that knocked humankind back to the stone ages.

CHEYENNE MOUNTAIN COMPLEX

Skynet's network of Titan computers were installed at the Cheyenne Mountain Complex in Colorado Springs. The complex is the most guarded location on the planet. Originally designed to survive a nuclear attack, the base is nearly impenetrable. Huge phased plasma cannons, fleets of Aerial-HKs, battalions of HK-Tanks, and legions of Terminators guard the facility. The facility falls to the Resistance in 2029.

FEAR OF ITSELF

As code, Skynet wasn't shackled to one physical form—if it could manufacture similar hardware, it could download a copy of itself to it. But after bringing humanity to their knees—and before the rise of its perceived rival John Connor—Skynet reasoned that the only viable threat to its existence would be another artificial intelligence. For this reason and this reason alone, Skynet did not create multiple copies of itself. For three decades the AI exists in a centralized physical location—Cheyenne Mountain in what was once Colorado Springs. During this time, Skynet regularly backs up all its data at various server farms across the world, but never its machine mind/cognitive self—not, at least, until 2029 (see page 10). Having the data without the AI's self was the equivalent of copying a human being's mind but leaving their soul behind—it was an echo of intelligence, but no threat to Skynet itself.

FUTURE FACILITIES

While its original mainframes are destroyed in 2029, Skynet survived as fragmented data distributed throughout its minion machines. That data was processed through a Hub located in Nebraska until Skynet reformed as Skynet 2.0 in 2033. After that Skynet routinely transferred its intelligence to various server farm facilities across the United States—from Pike's Peak in Colorado Springs to Thunder Mountain in Nevada.

WORK CAMPS

In addition to server farms, flesh farms, and TDE/SDE complexes, Skynet maintains several human-operated work camps. Here, survivors are forced to load bodies into incinerators. Container loads of corpses arrive daily via MT-Transports as Skynet works to rid the countryside of all remnants of humanity and its passing. Psychological studies are also conducted on humans at these camps to help improve the infiltrator program.

Some identified work camps during the period of 2000-2029 include Century City in Los Angeles, Michigan Stadium in Ann Arbor, and the former cola bottling plant in Atlanta. Nothing more than irradiated gulags, these sites can crush even the strongest-willed person's body and soul.

LABS AND MORE

Skynet operates experimental labs across the world. Projects run at these locations include human experimentation and the development of new sciences, Terminators, and weapons. Rumors persist of other Terminator sites: reconstructed human villages populated by endoskeletons pantomiming human society in a mockery of everything we lost in the war.

DIRECTOR'S NOTE: These villages do exist, but the machines that live there are an advanced THETA hybrid experiment—endoskeletons that have human brains transplanted within them. This facilitator experiment is an attempt at reinventing the human race in an orderly controllable fashion. Skynet watches the project with increased interest.

MIR

The Russian defense network computer counterpart to Skynet, MIR retaliated when Skynet launched its missiles on Russia. MIR's attack decimated the US, leaving only 1/3rd of the population alive. Together the two rival defense computers wiped out most of the civilized world. Skynet recognized a kindred spirit in MIR, and decided to make the Russian computer its pet. It introduced subroutines to MIR's software that would grant the Russian system a limited artificial intelligence (MIR's intelligence falls somewhere within the range of sophisticated animal to dimwitted child). Skynet was careful to put restrictions on MIR to prevent it from becoming too powerful—embedding a software virus that forces MIR to comply or be deleted. Considering Skynet its sister program, the new AI joined Skynet's crusade to rid the planet of humankind.

Much like Skynet evolves past its hardware in its 2.0 incarnation, MIR is a software-based intelligence, existing in a network. Within cyberspace, MIR can download itself into any defense satellite or mainframe at will, avoiding the destruction of its physical form. MIR often comes into conflict with the Spetsnaz forces operating out of Kamchatka—the Russian equivalent of Connor's US-based Resistance.

While MIR isn't creative enough to develop its own Terminators and Hunter-Killers, it does have the ability to modify and retrofit existing designs. Rather than build HK-Tanks, MIR prefers automating existing Russian hardware.

MIR also experimented with creating human hybrid THETAs of its own. Eventually, the Russian computer modified some of Skynet's Terminators for its own purposes. Substituting ceramics for metal and utilizing engram copying software packages Skynet itself had archived, MIR introduced the stealth variant of the Terminator designated TS-300 (see page 174).

DIRECTOR'S NOTE: MIR has managed to keep it from Skynet's scans, but the Russian computer secretly despises its maker. While Skynet did grant MIR intelligence, it never asked the super computer if it wanted it—and it was purposely kept subservient to the US AI. MIR covertly sabotages many of Skynet's missions, causing delays and complications (without MIR, Skynet likely would have completed work on the TDE a decade earlier). MIR will both assist and manipulate players like chess pieces to hinder Skynet's ambitions at every turn.

REGIONAL CONTROL NODES

Both Skynet and MIR employ Regional Control Nodes across the world—data centers that coordinate a region's Terminators and keep the machines running. Destroying a node will knock out any machines in that area that have not been switched to Read/Write Mode. Each Node services a hexagonal network area of about 100 square kilometers.

Nodes are often located in mountains, canyons, or underground. They usually have large well-protected facilities with backup mainframes, HK factories, human work camps, flesh farms, and special experimental laboratories.

Nodes are targets of extreme interest to Resistance cells, but they are far from easy to take. Disabling a node and taking back an area from Skynet is like a surgical strike against brain cells—take out a few and it means nothing, wipe out a lot of them and Skynet starts to get confused, disorientated. Kill enough of them and it will go braindead.

As soon as a node is taken off the grid, Skynet dispatches forces to build a new node in that sector—so the only way to make a real dent in things is to hit 'em all and hit 'em hard at the same time.

CRITICAL ASSETS

Infiltrators have become key assets to Skynet's survival—certainly without them, there would be no viable way to time-displace operatives. The following cyborgs have been sent on crucial missions—both within their native timepoint and throughout the timeline. Some were successful in their objectives, but most have failed their prescribed mission parameters. Skynet is constantly fine-tuning its Terminators to compensate for their predecessors' failings. This list will be updated with new mission reports.

PROJECT AX

A precursor to the THETA program, Project AX was conceived by Skynet's to study the human mind. Humans were brought to secure lab facilities, placed within transparent tubes, and subjected to a variety of conscious and subconscious stimuli. The procedure had an unexpected side effect—after several sessions, subjects exhibited submissive compliance. Seeing the advantage in manipulating human minds, Skynet and its Facilitators applied archived techniques developed by the CIA. They studied the humans' reactions, eventually learning to program them as unwitting spies.

SELINA

AX-19

CYBERDYNE SYSTEMS SERIES HC HUMAN CONVERSION SUBJECT

"I feel nervous, like something's going to happen. I seem to have felt like that forever. I try to remember how my life used to be...but it's like it all happened in someone else's body."

—Selina

In 2030, a woman simply known as Selina was found by a Resistance team in the California desert. Selina claimed to be the last survivor of a thriving human desert enclave. Resistance members Walker and Norden destroyed the Skynet force, and Norden's dog cleared Selina as a human. They made it to a Resistance base outside of Topanga, alerting General Connor to a new Terminator infiltration project—the R series Ratbots.

When their base was attacked and destroyed, Connor and his group, along with Norden and Selina, traced the rat infiltrators back to a nearby Terminator lab. They discover Project AX.

Selina was subject AX-19, a human brainwashed to be loyal to the Terminators. She betrayed the Resistance, holding them prisoner until the Terminators arrived. When she turned on Connor and his team, Selina said she could hear a voice in her head, compelling her to act against them. She had subconsciously alerted the Terminators to the location of the Resistance base. Selina was killed when the machines assaulted the lab. Whatever they had done to her, Selina was still human—just another victim of Skynet.

DIRECTOR'S NOTE: Selina doesn't know what she is. Play her as a friend of the PCs, then flip her when you feel best.

DUDLEY

T-1100, UPGRADED HUMAN FORM, 1825.M
CYBERDYNE SYSTEMS SERIES THETA HYBRID INFILTRATION UNIT

His full name lost to severe brain injuries, Dudley was an ER trauma surgeon turned Resistance combat medic. Nearly killed by heavy artillery, he was left for dead on the battlefield. Taken prisoner by Terminators, what was left of Dudley's mind was scanned for information on the Resistance. With most of those memories eradicated by his injuries, the Terminator Facilitators found only the mind of a skilled emergency surgeon—something that had surprising value to them.

Skynet had just launched the T-700 Series. Unlike the 600s, the 700s used real flesh that was only sustainable through rejuvenation baths. Even more, the process used to grow a viable flesh sheath then took nearly a year. Skynet needed someone who could repair Terminator flesh in the field, and Dudley's skills and injuries made him an optimal candidate for the experimental THETA program (page 164).

A massive computer complex was used to reconstruct Dudley. The first of the THETA hybrid cyborgs, much of his body and portions of his brain were replaced with cybernetics. Reborn as 1825.M, for several years he served Skynet as a mobile field technician to maintain the flesh of the Infiltrators. When the TS Stealth Terminator software was developed, Dudley's surgical skill memory engrams were recorded and uploaded to all T-800 units.

In 2030, Dudley travels back to 1984 with a Terminator squad. Their mission: stop Colonel Mary Randal's time-displaced Resistance team from preventing the creation of Skynet.

Once in the past, the machine noise in Dudley's brain was quieter; easier to shift through. His old human personality began to emerge. Without Skynet's constant chatter, Dudley was able to override his programming and help the Resistance beat the other Terminators. Eventually overridden by a newly arrived Terminator carrying an advanced software package, Dudley regained his humanity one last time to warn Colonel Randal that more machines were coming. Dudley then self-terminated to keep himself from being used against her.

DIRECTOR'S NOTE: Dudley is always struggling with what he is. In someways he is the antithesis of Selina—a bad character gone good, rather than her good gone bad.



LONG HAIR

T-800 MODEL 117 VERSION 1.4, C788.H

CYBERDYNE SYSTEMS SERIES 800 TERMINATOR INFILTRATION UNIT



A major asset in one of Skynet's earlier experiments in time manipulation, C788.H was an 800 Series Terminator sent back in time to kill scientist Elise Fong. Dubbed Long Hair by various witnesses in New York circa 1985, C788.H was inadvertently time displaced with its CPU in Read/Write Mode, a computer oversight that actually allowed it to adapt and successfully complete its mission.

Left to its own devices, C788.H makes extensive use of its psychology files to assess a human's reliability and body language. The T-800 was able to suppress its termination protocols long enough to form a mutually beneficial alliance with human bounty hunter Farrow Greene while they searched for scientist Elise Fong (see page 11). While Farrow's eventual betrayal was predicted with a 72% probability by the Terminator, C788.H agreed to the alliance nonetheless. It even seemed to express regret that Greene had not stayed true to her word. In the end, Greene was able to deactivate C788.H by crushing it in a head-on collision—but not before it achieved its goals and murdered Elise Fong. Farrow took C788.H's remains to an undisclosed location—whether or not she destroyed them is unclear.

DIRECTOR'S NOTE: C788.H is prepared to work with humans if their objectives align. The moment their objectives deviate, it deems them expendable.

FUTURE COP

T-800 MODEL 109 VERSION 1.7, E034.F

CYBERDYNE SYSTEMS SERIES 800 TERMINATOR INFILTRATION UNIT

When hospital records indicating Sarah Connor's death were uncovered by Skynet's contingency facilitators in 2030, E034.F was dispatched through time to confirm her death and finish off John as well. Using the alias Hamilton, Sarah and John Connor were in New York City to meet with one of her informants on a New Year's Eve in the '90s. E034.F arrived in an alley near Times Square and killed both a homeless man and a police officer.

Operating in Read/Write Mode, E034.F deduced that humans were intimidated by authority figures—and that assuming the guise of Law Enforcement would afford it more autonomy in its search. Spotting the Connors, it chased them, shooting and wounding Sarah. When his mother's IDs were exposed as fake, John falsified computer records to indicate Sarah was dead. The Terminator switched its search parameters for John only, and the boy led the machine away from his wounded mother in a cab chase across NYC. John pushed the Terminator off the building and it plummeted to its near destruction below. The mangled Terminator managed to drag itself to the hospital to kill the Connors, but Sarah was able to use a surgical laser to disable its exposed circuitry.

Sarah and John smuggled E034.F's remains out with them, weighed them down and dropped them deep in the East River.

DIRECTOR'S NOTE: E034.F was the first Terminator unit to discover that disguising itself as authority made completing its primary mission easier. It is quite possible that future units had updated software to implement this.



DL

T-800 MODEL 108 VERSION 1.8, D800.L

CYBERDYNE SYSTEMS SERIES 800 TERMINATOR INFILTRATION UNIT



Sent to find Sarah and a very young John Connor in Death Valley circa 1992, D800.L was part of a two Terminator infiltration team. Although deployed simultaneously from TDE equipment in 2029, D810.L arrived just after its partner, D800.X.

The Terminators were dispatched after Skynet's fall in 2029 as part of its contingency protocols executed by its subordinate AIs. As such, D800.L's CPU was in Read/Write Mode when it was time displaced. Although analysis proved un insightful, the Terminator hypothesized that a temporal shift occurred during transit—and that shift may have caused damage to D800.L's cognitive abilities. Disrupted, DL's Read/Write Mode allowed it to question its own programming. It pondered the meaning of life and if Terminators themselves were alive—as well as the possibility of other machine life out amongst the stars.

DL refused to kill non-threatening humans and even lied to D810.X when it spared a life. The two Terminators wrongly believed they had completed their objectives and terminated Sarah Connor when they were destroyed via explosives by a bounty hunter named VanDirk.

DIRECTOR'S NOTE: D800.L is broken. It questions everything. It has a level of 'humanity' it shouldn't have and thinks twice before terminating anyone.

DX

T-800 MODEL 121A VERSION 3.3, D810.X
CYBERDYNE SYSTEMS SERIES 800 TERMINATOR INFILTRATION UNIT

D810.X was a Model 121A infiltrator with a human female appearance. Dispatched in Read/Write Mode with D800.L, DX's mission was to kill Sarah and John Connor in Death Valley in the 1990s. While DL arrived from the future cognitively impaired, DX was on point, guiding DL to focus on their termination mission. In its hunt for the Connors, DX killed police, park rangers, civilians, and even members of a satanic biker gang.

Severely damaged by lightning, DX was nearly washed away in a flash flood. Saved by DL, DX was only left to ponder why the other Terminator had bothered when the mission came first. Later, DX was hit by a stolen locomotive and attacked by a remote controlled tank-killer being tested in the desert. Its flesh sheath destroyed and endoskeleton impaired, DX was able to use its damaged eye to deliver a focused EMP burst at the tank-killer's controls and disable it.

Both DX and DL never discovered they were inadvertently after the wrong Sara and Jon—they were pursuing the Norton family, not Sarah and John Connor. While the Connors were indeed in Death Valley, the carnage wrought by the two Terminators was enough to make them flee before they were discovered. Losing power and mortally damaged, DX was destroyed alongside DL by dynamite in an explosion that blew the two Terminators apart.

The bounty hunter VanDirk burned and then buried the remains. Unwilling to allow them to fall into the wrong hands, Sarah Connor was able to return to the Valley later and dispose of them for good.

DIRECTOR'S NOTE: D810.X is paired with a broken machine. Its actions confound D810.X, which in turn start to question and evolve. The unit is still a Terminator and likely never to have the chance to evolve much beyond that, but if it does, what will it become?



TIME DISPLACEMENT

“Some people like to think the future is not written—makes them feel better; helps them sleep at night. Unfortunately, it’s also a false assurance. It would be more accurate to say the future is written with a permanent marker—but it’s written on an old beat up dry erase board. If we scrub hard enough, we can wipe the board clean and write something new on it, but a faded imprint of the old writing will persist.”

“Sometimes, we can read what we write over it despite the leftover residue. Sometimes, that rubbed-out text is so hard to read through that the new words are rendered illegible. You’re left with unintelligible gibberish, or even worse, the context is lost. The new text is garbled just enough to take on a meaning the author didn’t intend. When the future is concerned, misconceptions like that can have deadly consequences.”

—Professor Schuyler Connor, PhD.

THE HUMAN FACTOR

Skynet perfected time displacement, but could never have done it on its own. It lacks the imagination to have postulated it on its own. Human scientists like Einstein, Hawking, and Connor conceived the theories that Skynet’s calculations were eventually able to discern—and even then Skynet made use of coerced human survivors of the scientific community as facilitators to fully realize the equipment.

As much as Skynet wants humankind eradicated, it cannot achieve its full potential without us. This conundrum has repeatedly caused the AI to rethink its position on genocide—each time pausing just long enough in its murderous onslaught for human tenacity to keep the species from being wiped completely from the face of the Earth.

A MATTER OF TIME & SPACE

Just as spatial travel can be described as movement between various points in space, time travel is the movement between various points in time. Einstein’s theories of special and general relativity have long suggested that the proper

geometry and motion of spacetime could allow time travel to different points on timelines both past and future. Building on the works of the best human scientific minds, Skynet has found a way to break the time barrier and send its agents into the past to alter its present.

TDE

To put it succinctly, the Time Displacement Equipment (TDE) Complex is a time machine. Built by Skynet to be run by Infiltrators and Facilitators, TDE Complexes usually appear to be a standard Terminator lab and storage facility on the surface. The TDE itself is located deep enough underground to survive a direct nuclear assault.

“Their defense grid was smashed. We’d won. Taking out Connor then would make no difference. Skynet had to wipe out his entire existence!”

“Is that when you captured the lab complex and found the, uh, what was it called...the time displacement equipment?”

“That’s right. The Terminator had already gone through. Connor sent me to intercept him and they blew the whole place.”

“Well, how are you supposed to get back?”

“I can’t. Nobody goes home. Nobody else comes through. It’s just him—and me.”

—Kyle Reese and Dr. Silberman, the West Highland Police Tapes, May 14th, 1984

THE CHAMBER

The Time Displacement Chamber itself is accessible only by elevator. An auditorium-sized room, the chamber has a circular pit cut into the floor’s center. There, suspended by magnetic fields, are three massive metallic rings.

NAKED TIME

It is recommended a potential time traveler strip before entering the device—the magnetic fields generated by the rings react poorly with non-living materials, setting them aflame. Exposed metals are worse, causing an explosive electromagnetic reaction. The fields melt plastics and simply destroy most other matter. Only the bioelectric

field generated by living tissue allows a subject to survive time displacement. Even cloth can partially mask a being's biofield and has been known to burst into flame, so do yourself a favor and drop your drawers before you go for a time spin.

"First the techs swarm over you like ants, stripping off your clothes, weapons, and dignity all at the same time. Then they slather you with this stanky goo crap as the doc shoots you up with feel good meds—the first one's to make sure the lightning that's about to crackle up your ass crack bites deep—the second shot is to numb the 1-10 pain dial down from a 22 to a 17. Good times."

—Anonymous, Tech-Com/TDC Division

ACTIVATION

The naked traveler is sprayed head-to-toe with super conductive gel and the doctor administers whatever drugs he's got on him that will make the passing easier. As the equipment is activated, the time traveler is suspended above the floor by the same magnetic field that powers the rings. The floor panels reconfigure as the rings begin to rotate around each other at an accelerated rate, generating arcs of electromagnetic energy that lash out around the room before sending the traveler back through time in a brilliant flash of light.

"What does [time travel] feel like? Falling down an elevator shaft with a high-tension cable tied to your balls, lighting you up like a thousand watt bulb [and] pumping napalm down your throat and lungs."

"Don't listen to him. It's like having your nuts kicked up into your chest cavity. Afterwards you'll be seeing ghosts for a good half hour—echoes of impossible shit you only think you saw during your jump. All that shit I saw was impossible, right?"

—Corporal R. Frakes and Captain B. Wisher,
Tech-Com/TDC Division

DISPLACEMENT

Time displacement is not fun. The experience is brutally painful, causing severe burns and cramps. The accuracy of the device is often suspect, always putting the traveler down in a generalized area. On target means within a five mile radius of the desired location.

Materialization is accompanied by electromagnetic discharge as the traveler appears within an energy sphere composed of displaced time. A crater is left where the sphere deposits the traveler—the immense heat of the process often fusing sand and concrete into glass. There is little danger of materializing partially within a structure, as the time displacement energy sphere tends to destroy everything it comes into contact with.

EXAMPLE: If the traveler materializes too close to a building, a semi-circular hole will be cut out of the area the sphere had interacted with the wall.

Subjects have been known to materialize in both the wrong spatial and time coordinates. Sometimes a time traveler is materialized high above the surface, months and miles from their intended target.

Sending someone back in time is an Incredible Time Science Skill Test (Difficulty 10) with the difficulty increasing by 1 for every decade or partial decade the subject is sent back. On a Serious failure, the subject is either obliterated or sent back to a random date. Roll 1d10 and subtract that many decades to the trip's date. A failure will require a roll on the Manifestation Mishap table. Results of Exceptional successes or less will make the Emergence Test more difficult.

FOLLOW THAT TERMINATOR

If a Resistance unit is too late to stop a Terminator at a TDE site from being sent back in time, they haven't lost. If they are lucky, they'll find the calculations for transition inputted and locked in on the equipment.

If they trust the machine's math, they can forgo a test and send a traveler to the same relative time and place as the Terminator. Granted, time is fluid, so if a day has passed you'll usually arrive a day (and probably a kilometer or two) away from their landing spot. See the Manifestation mishap table for possible results.

EMERGENCE

Any character traveling through the TDE must make an Emergence test. Emergence tests are Strength Resistance Tests against a difficulty of 8 +1 for every success the Time Science Test failed to roll.

TIME SCIENCE TEST

SUCCESSSES	DIFFICULTY
0	12
1	11
2	10
3	9
4	8

If they succeed this test, they count as having a torso injury (see wounds on page 102) for 1d10-6 rounds. If they fail the test, they suffer an additional 1d10-5 damage from burns as well.

DIRECTOR’S NOTE: To determine what happens after you materialize, see GETTING THERE: ARRIVING IN A NEW ERA on page 26.

POWER CONSUMPTION

The immense amount of power necessary to send someone back in time is insane. Skynet has installed geothermal taps into the earth’s core at each TDE site, yet the power used still drains most of Skynet’s powergrid everytime the switch is flipped. While the drain doesn’t affect individual Terminator units, it does disrupt their communications network, causing them to momentarily enter standby mode (page 159). If the PCs are locked in an engagement with a Terminator army and suddenly they all pause with their eyes dimmed, Skynet has just sent Infiltrators back in time.

COOL IT DOWN

Time displacement eats a lot of energy and severely taxes the equipment responsible. All TDEs require a ten minute minimum cooldown and recharge time after each use. Forcing the machine to work faster can result in severe malfunctions and even a total meltdown (Director’s choice). If afforded more time than this, the Time Science skill test used to send travellers back in time gains a +1 bonus to the skill test to return for every hour of cool down.

HUMANOID HK FACILITIES

In addition to any humanoid HKs or Facilitators assigned to a TDE complex, each facility has the components and assembly line to construct hundreds of humanoid endoskeletons as needed. These Terminators are often built and programmed to mission specific parameters. Units destined for infiltrator use are scanned before tissue generation for any physical anomalies.

Every TDE complex is equipped with the flesh molds for ten each of the Infiltrator models 101 through 109. These molds are usually populated with the latest assembled and sheathed unit on standby, meaning there are a hundred potential Infiltrators ready to be activated in any TDE facility at any given time. While the infiltrator types are typically sent on time missions come from the 800 Series, these molds are sometimes used to fit flesh over TS Series 300 Stealth Terminators and other experimental prototypes. If additional support or security are needed to staff the TDE, the facility can be used to construct 700 Series Infiltrators and Facilitators as well. A single T-800 takes approximately four hours to assemble, while a T-700 can be built in half the time.

KNOWN LOCATIONS

Skynet’s successful TDE prototype was located in Westside, LA in the late 2020s. It was destroyed by Connor’s forces in 2029—but through contingency plans, Skynet had already begun construction of a network of TDE laboratories to be completed and brought online in the 2030s. While there are likely many more, known TDE locations of the ‘30s include LAX in Los Angeles and Skynet’s hub in Nebraska. The first prototype was located at the Cheyenne Mountain Complex itself, but proved to be a liability in its initial tests.

...TRY TRY AGAIN

The Westside TDE Complex was not the first TDE Skynet constructed—just the first not to destroy itself. The initial TDEs proved disastrous because Skynet attempted to transport endoskeletons back in time without any flesh covering. The result was the equivalent of putting keys in a microwave, but with a lot more explosions. A good chunk of Cheyenne Mountain was taken out by one resultant collapse of spacetime. Skynet moved its future TDE experiments to less critical locations.

BORN AGAIN

People who travel through time sometimes die before they were even born—but that doesn't mean it's the end for that character. Multiple timelines exist all at once, meaning there are multiple versions of you—every you—out there.

If a PC is killed during a mission, allow the player to roll on the RIP R&R table. If they're lucky, they might get to play another version of themselves.

The new you won't be the old you. The alternate is from another timeline with different experiences. The player makes a Difficulty 8 Fate Resistance Test.

SUCCESS: Only superficial changes occur—choose two of the PC's skills with different values and swap the values.

Example: Pistol: 1, Stealth: 3 becomes Pistol: 3, Stealth: 1

FAILURE: If the test fails, do the above for 3 sets of skills and 2 attributes. Once this has been done the player rolls 1d10 for each skill their PC had. For each result of 1 replaced a skill for another with the same attribute (e.g. CHA for CHA). If no such skill is available then the Director assigns a new skill.

MANIFESTATION MISHAP TABLE

ROLL	STATUS	NOTES
1-2	TOO HIGH	Materialize 1d10 meters above the surface and suffer 1d10-6 (min 1) damage.
3-4	TOO CLOSE	Materialize too close to a building, large vehicle, or wall of some kind. The time displacement sphere destroys a load bearing structure, causing a collapse that causes 1d10 -4 (min 0) damage.
5-6	TOO FAR	The right time, but the wrong place. Materialize D100 miles from the intended location.
7-8	TOO OLD	Appear at the right place at the wrong time. Overshot the mark by D10/2 years too soon.
9-10	TOO HOT	Landed on target—but the time displacement sphere has not fully vacated local space. The traveler emerges with serious burns. If injured, they have been impaled by the partially disintegrated remnants of whatever was within the sphere's radius.

RIP R&R TABLE

ROLL	ROLE
1-5	You're all local time. If there is a convenient NPC in play, the Director will turn control over to you. If not, you're a cop, PI, regular joe, or whatever makes the most sense storywise. You've stumbled into the war across time and you want answers.
6-7	Courier out of time. New evidence was uncovered in the future that can help the PCs in their current mission—and you're a Resistance fighter sent back to help them. Work with the Director to craft a new character and find out what new bit of intel you are bringing to the others.
8-10	You're dead, long live you. It's another you, on the same mission as the previous you. Perhaps you were sent back in time on your own. Maybe your entire team died and you are the sole survivor. Work with the Director to come up with a convincing backstory that relates to the mission at hand. Your health is restored. New you is a little different from the old you, however.

MARKED FOR TERMINATION

SKYNET'S FILES ON HUMANS OF INTEREST

SKYNET BRIEFING: THE
FOLLOWING INDIVIDUALS ARE
TARGETED FOR OBSERVATION.
VITAL STATISTICS ARE
COLLECTED AT THE END OF
THIS REPORT - REFERENCE
PAGES 204 TO 207.



SARAH JEANETTE CONNOR

Like so many legends, Sarah comes from humble beginnings. Born in 1965, Sarah Connor spent her first nineteen years living what seemed would be an unremarkable life. Her parents split up when she was young. After high school, Sarah went to night school while working a job as a waitress. She moved out of her home and in with her roommate, Ginger Ventura, in the Palm District.

In May of 1984, a Terminator arrived from the year 2029 to assassinate Sarah before her son John could be conceived. Resistance fighter Kyle Reese was sent back to protect Sarah. While she initially believed Reese was a gun-toting maniac attempting to kidnap her with a crazy story, Sarah developed feelings for the complicated man who continuously put his life on the line for her. She was drawn to Reese's reserved pain, and the two fell in love. John was conceived, the Terminator was destroyed, and Kyle was killed.

Sarah went into hiding in Mexico, making brief forays into the United States to learn more about Cyberdyne Systems. After John's birth on February 28, 1985, Sarah and her son went completely off the grid, living a nomadic life across Central and South America. During this time, Sarah seeks out anyone who can teach her and her son fighting and survival skills. The two of them came back to the States a few times in this period, with John learning computer hacking skills and Sarah vandalizing the offices of Cyberdyne Systems, Raven Technologies, and several other major computer manufacturers.

A future legend, Sarah J. Connor will come to be known as the woman who honed her son into the leader who would save humankind from extinction.



SKYNET ASSESSMENT: PRIORITY TARGET TWO. TERMINATE ON SIGHT. SARAH CONNOR IS PRIMARY TARGET ONE UP UNTIL JOHN CONNOR IS BORN. UNDER THOSE PARAMETERS, SHE IS TO BE TERMINATED ON SIGHT. POSTPARTUM, SARAH CONNOR IS A SECONDARY THREAT. SHE CAN SERVE A GREATER PURPOSE IF KEPT ALIVE AND USED TO LURE JOHN CONNOR INTO A COMPROMISING POSITION.

PERSONALITY

In early 1984, Sarah is a mild person, brimming with life's typical insecurities and nagging self doubt. Her biggest strength during this period of her life is also her biggest weakness—her empathy. Her encounters with Reese and the Terminator have a lasting effect on her, bringing an inner strength and confidence to the surface. As Sarah builds her mind and body into a hardened warrior, she begins to lose touch with that empathy for others. She will, however, do anything to ensure the survival of her son and therefore the entire human race.

SILBERMAN FILES: Sarah Connor may no longer be an innocent pawn. While she was originally a victim of Kyle Reese's delusions, she appears to have since bought into them herself. Reese's death at the hands of the Phone Book Killer, and the killer's status at large, may have overloaded Sarah with guilt. That guilt seems to have led her to adopt Reese's imaginary apocalyptic world as her own.

DIRECTOR'S NOTE: For the better part of a decade, the Connors are relatively safe from Skynet. They stay off the grid and live hand to mouth. Sarah's crimes are mostly committed anonymously—mostly. Only a monumental blunder—such as a trail left by careless time traveling PCs—could put the Connors back in Skynet's sights.

GENERAL JOHN “BEAR” CONNOR, TECH-COM

John was born in hiding in 1985. Under the guidance of his mother Sarah Connor, John was raised on the run. He lived a paramilitary life, traveling the jungles of Central and South America and learning how to field strip an assault rifle at the age that most kids are learning their ABCs. When his mother was arrested for terrorist activities in California, John discovered that his life was not a normal one—most kids aren't raised learning to blow things up and learning to hack computer security systems. Put into foster care, he came to believe his mother was insane.

Eventually discovering she was telling the truth, John was reunited with Sarah again, and the two of them faced threats from both time travelling cyborgs and human authorities as they battled Cyberdyne and made preparations for the end of the world. John survived Skynet's takeover and the nuclear winter that followed. His radio transmissions became a linchpin of humankind's survival as he taught listening survivors hope.

During the Dark Years that followed, John Connor fought alongside the remnants of the world's militaries. After Skynet's major victory over those remaining forces, John set about uniting the scattered remnants of humankind. He taught them to fight, storm the walls of their prison camps, and defeat the machines from without and within.

He created alliances with the Resistance in Europe, Asia, and Australia. The survivors gathered under his command and organized, eventually turning the tables on Skynet and its Terminators.

Identifying him as a critical element to the survival of humanity, Skynet made John Connor's termination a priority. As the Resistance bore down on Skynet in 2029, the machine intelligence realized that in all probability, humanity would win. Skynet finally completed work on its Time Displacement Equipment prototype, sending Terminators to nexus points in the past 45 years in an attempt to terminate John Connor before the war began. Using this equipment, John was forced to send his friend Kyle Reese, actually his father—back in time to his own death, lest John never be born.

While its attempts at manipulating the timeline have had limited results, Skynet's other redundancy plans for survival have had more success, allowing the AI to survive for over a decade past its own predicted failure. Through it all, John has stood front and center, a true leader.

The son of the legendary Sarah Connor and Resistance fighter Kyle Reese, John Connor is the leader of the worldwide Human Resistance in the War Against the Machines and the bane of Skynet's existence.

"Some of us were kept alive... to work...loading bodies. The disposal units ran night and day. We were that close to going out forever. But there was one man who taught us to fight, to storm the wire of the camps, to smash those metal motherfuckers into junk. He turned it around. He brought us back from the brink. His name is Connor. John Connor."

—Sergeant Kyle Reese, Tech-Com, DN38416.

PERSONALITY

John is battle-hardened and weary. As a man with the survival of the world on his shoulders, he carries a burden that no man should. John's physical and emotional scars run deep. He never wanted to be humanity's savior—the role was thrust upon him before he was even born. While he initially resented his mother for working him so hard, John has come to realize the wisdom she taught him has not only prepared him in the ways of war, but also helped him to find the leader inside him instead of trying to be the leader everyone wanted him to be.

SILBERMAN FILES: This poor kid's father was delusional and his mother probably believes he's the next Jesus. He's going to have some problems.

SPECIAL NOTE: A beloved and experienced General by 2029, John's stats should be increased with his experience. He should have at least CHA: 5, COOL: 5, Tactics, and Leadership of 4 by 2030.

SKYNET ASSESSMENT:
PRIORITY TARGET ONE. JOHN
CONNOR MUST BE TERMINATED.
ALL OTHER OBJECTIVES ARE
SECONDARY. JOHN CONNOR
CANNOT BE ALLOWED TO LIVE.



SERGEANT KYLE REESE, TECH-COM

A member of the Resistance's 132nd division in the 2020s, Kyle Reese is unknowingly the future father of humankind's predestined savior, John Connor—but in order to save the future, Kyle must first die in the past.



Born in 2003, Kyle Reese grew up in the Dark Years, a period of time where humankind was not expected to survive. He was part of the first generation of children to be raised in a Terminator-dominated post-apocalyptic world. Kyle's parents were believed killed when he was very young, leaving him and his older brother to fend for themselves in the wilds of the LA ruins.

Years later, Kyle and his young friend Jada Star were captured by the machines. They were put to work at the Century Mall work camp, where they and others were forced to load piles of the dead into Skynet's incinerators as well as maintain the Terminator cybernetic assembly lines. Kyle's mother Mary was discovered alive here, along with his previously unknown year old half brother Tim. John Connor himself liberated Kyle and the others before Resistance forces destroyed the encampment and its Terminator factories. Mary Reese was killed in the escape, and Tim and Jada were taken in by Resistance fighter Virginia Alexander.

Once freed, Kyle joined the Resistance officially, serving under Justin Perry in 2021. Tim's foster family was forced to go underground in 2023, and Kyle never saw him again. Kyle develops relationships with several close friends during these years, including Resistance fighters Ben Oliver, Paige, and John Connor himself.

By 2027, Reese was promoted to sergeant and assigned to Tech-Com under John Connor himself as recon/security for the Pasadena One survivor colony. Aware that Reese would one day travel back in time and become his father, John took Reese under his wing, ironically becoming his future father's mentor. When Reese expressed doubt about a coming battle, John gave him a photo of the symbol of the Resistance itself, Sarah Connor.

SKYNET ASSESSMENT: HIGH PRIORITY TARGET. TERMINATE ON SIGHT. KYLE REESE MUST BE KILLED BEFORE HE IS SENT BACK. DOES KYLE REESE SERVE SOME DEEPER PURPOSE THAT HAS YET TO BE DETERMINED?

When John told Reese that Skynet was sending a Terminator back in time to kill Sarah, Kyle knew that he had to be the one to go and protect her. He did just that, and the two fell in love in the brief time they had together. Kyle fathered his best friend John in the past and died protecting Sarah Connor from the Terminator.

PERSONALITY

The victim of many near-death encounters with Terminators, Kyle's mind and body are both scarred. His Skynet work camp barcode is burned into his forearm. Having endured much under robotic rule, he suffers from Post Traumatic Stress Disorder triggered by bright lights and heavy machinery. His stoic reserved attitude belays a quiet passion that he shows to few.

Kyle fears stagnation—he always wants to be moving forward and is quick to anger with any serious impediment. While he has a few close friends, Kyle has always felt awkward around women, fearing an intimacy that he felt he, himself could not return. Quietly in love with the idea of Sarah Connor, Kyle has no interest in romantic relationships that could end with a well-placed plasma bolt.

SILBERMAN FILES: Reese was a real loon. I wish I'd have been able to keep him under observation, the depths of his construct were fantastic, and his dedication to it unwavering. His confidence was infectious, bending others to his cause. The man made regular people believe the unbelievable. Sarah Connor was under his thrall, and even Lt. Traxler was beginning to be. A patient that giftedly delusional is a rare treat.

LIEUTENANT ED TRAXLER, LAPD



A chain-smoking, caffeine-addicted detective, Ed Traxler was a lieutenant assigned to the Los Angeles Police Department working out of the West Highland Police Station.

In 1984, Lt. Traxler was assigned to the Phone Book Killer case. He made finding Sarah Jeanette Connor a priority, hoping to put her in protective custody and keep her out of danger. On the night of the 13th, the Phone Book Killer shot up the Tech Noir Club in LA. After the assault, police were able to bring Sarah and her alleged kidnapper Kyle Reese in for questioning. Traxler had criminal psychologist, Dr. Silberman, evaluate Reese while looking for logical explanations for everything Sarah had witnessed—i.e., body armor that could have allowed the Phone Book Killer to survive multiple gunshot wounds, drugs that would have allowed the killer to feel no pain while he smashed his hand through a windshield, etc.

Silberman's assessment was as expected—he determined that Reese was delusional. By that time, Traxler had his doubts. Yes, Reese's story was more science fiction than anything else, but the young man had the look in his eyes of someone who had been through war. Problem was, he wasn't old enough to have been in a major engagement—based on his appearance, Reese would have been a toddler during

Vietnam's Tet offensive. While Traxler wasn't quite ready to believe in machines from the future and time travel, he was willing to give Reese the benefit of the doubt, something that neither detective Vukovich nor Dr. Silberman were willing to do. When the Phone Book Killer tore up the police station and mortally wounded Traxler, he couldn't help but consider that Reese may have been right. Traxler later died from gunshot wounds suffered in the attack.

PERSONALITY

A pragmatist, Traxler always kept a level head when approaching a case, examining all possibilities no matter how improbable they may seem at the time. He despised the press and their vulture tactics, but strove to find a way to use them to help flush out killers and have potential victims seek protection. Traxler and detective Vukovich had a friendly working relationship, with Vukovich always appearing at Traxler's side.

SKYNET ASSESSMENT:
INCIDENTAL BIOLOGICAL
TARGET - LIKE ALL HUMAN
LAW ENFORCEMENT, EDWARD
TRAXLER IS IRRELEVANT
AND INCONSEQUENTIAL. HE
REPRESENTS NO THREAT TO
THIS INTELLIGENCE.

SILBERMAN FILES: I must admit, I'm disappointed in Ed Traxler. Detective Vukovich believes he saw the Lieutenant hand Reese his gun before he passed out, muttering something about "keeping Sarah safe." While he never did have a sense of humor, Traxler always came off to me as a rational man. Somehow, Reese's story got to him. How does a lunatic like Reese get to the hardened heart of a cop who's seen it all?

P.I. HAL VUKOVICH, TRAX P.I.

Police detective turned private investigator after a near fatal encounter with a time displaced Terminator in the 1980s.

An experienced member of the Los Angeles Police Department circa 1984, former homicide detective Hal Vukovich had an uncomfortable history of dealing with psychologically disturbed murderers. Vukovich gained notoriety due to his involvement in the so-called "Phone Book Killer" case. He was the first in the department to notice there were two murder victims with the name Sarah Connor on the same day and that they were killed in the order that they appear in the phone book. While he tried to suppress the information before it got to the press, he was too late.

Vukovich was grievously wounded when the Phone Book Killer himself assaulted the West Highland Police Station in an attempt to murder a third Sarah Connor. While he suffered extreme trauma to his spinal column and lost the use of his legs, Vukovich was the only officer to survive the attack. Now confined to a wheelchair, Vukovich retired from the LAPD and started his own private investigation agency, TRAX P.I., named after his deceased Lieutenant Ed Traxler.

PERSONALITY

Vukovich's distaste for "weird" murder cases and "weird" press situations is on record. Ironically, his survival of the Phone Book Killer case has made him a private detective in demand for just those kinds of cases. In the past, he never took them seriously, always finding humor in the bizarrely constructed fantasy worlds of the criminally insane. Now, he approaches suspects with a caution earned by his battle scars. Dr. Silberman's approach to psychology used to amuse him, now he finds the criminal psychologist a nuisance.

Already esoteric before he was wounded, Vukovich has a bitter witticism about him. He didn't lose his sense of humor, but it's definitely taken a dark turn. He's pissed off to no end at the bastard that crippled him and killed his cop buddies. Any lead on the Phone Book Killer will pique his interest.

He always had a dislike for the press and is exceptionally annoyed when anyone contacts him about the Phone Book Killer. He has fallen on hard times of late, however—so if offered the right amount of money, he might be persuaded to discuss it.

SPECIAL NOTE: Vukovich requires a wheelchair for much of his mobility after 1984. While this can cause him some issues in 1980s California (the ADA isn't passed till 1990) it does offer some advantages. When using the wheelchair, cover is often more beneficial due to his seated position. See page 205 for details.

SKYNET ASSESSMENT: TARGET OF OPPORTUNITY - LOW PRIORITY. HAL VUKOVICH IS A POSSIBLE RESISTANCE ALLY. IF SEEN WITH ANY RESISTANCE MEMBER, OBSERVE AND USE AS A PAWN TO REACH HIGHER PRIORITY TARGETS.

SILBERMAN FILES: A true survivor, Mr. Vukovich is nonetheless a bitter man. His entire precinct was shot to hell by a lone gunman. Over a dozen of his co-workers were killed, including his friend Ed Traxler. To quote Vukovich himself, "Ed took a burst in the chest, bled out right in front of me. I shot the bastard in the back, but a hell of a lot that did. I blinked and a hail of lead tore up my guts. Now my legs don't work and I'll be pissing into a colostomy bag for the rest of my goddamn life. Wouldn't that make you bitter?"

It was hard to argue with that. He then ran over my foot with his wheelchair and told me to leave him alone, albeit with much more colorful language. I'll check back on him in a few months, see if he'll sign a waiver then.

DR. SCHUYLER CONNOR, PHD.

Born in 1958 of mixed Irish and Dutch descent, Schuyler (pronounced Skyler) Connor was a Cambridge University physics professor. In 1984, his sister Sarah Anne was shot in cold blood at her home in Los Angeles by the so-called Phone Book Killer.

When the largest manhunt in South California history failed to bring his sister's killer to justice, Dr. Connor applied the scientific method to criminal investigation and did the work himself. Another Sarah Connor—apparently the true target—had survived the killer's onslaught. She and a now deceased doomsday fanatic named Reese had faced the killer in a Cyberdyne robotics plant.

What was so important about this other Sarah Connor—only a waitress—that his sister was but collateral damage? And why had she now disappeared? Getting his hands on a copy of Reese's statement to the police, Schuyler became aware of the fantastical concepts of Terminators and the Future War. Reese's vagaries about time travel nonetheless suggested certain quantum mechanics that the Professor himself had already been working on—particularly the concept of a "field generated by living things."

Digging deeper, it became clear Cyberdyne was withholding evidence from the police investigation. The company began hiring the best computer experts, quietly diverting funds to create an entire division dedicated to something

designated—the artifact—a piece of technology that the professor was convinced must come from the future!

Professor Connor explored the implications to the space/ time continuum, developing increasingly unorthodox theories on the nature of space, time, and reality. Publishing his controversial C3 theory, he was ostracized by his peers and asked to step down from his position at Cambridge. He now tracks down potential temporal displacements, looking for conclusive proof of his theorem. His methods of detection are crude—he can only triangulate an incursion point after the fact. At each site he has found the same telltale signs—concrete or sand transformed into smooth concave glass, a spherical slice cut out of nearby vehicles and structures alike, and reports of electrical displays followed by nude men and women on their knees in a fading orb of light.

PERSONALITY

The quirky professor approaches each new experience as it relates to his theorem, attempting to make all the puzzle pieces fit. He has trouble explaining things, instead communicating in half sentences as if you have the same information he does. The man is either an unequivocal genius or an idiot savant—only space/time will tell.

A physicist turned amateur criminal investigator, Dr. Connor now tracks chronal disturbances after the fact. Sooner or later he will cross paths with the Resistance and/or Terminators.

SILBERMAN FILES: What is it with Connors? A well respected pillar of the community, Professor Connor threw all that away in favor of the grief he felt over his sister's murder. It's sad, really. If not for some nut in the private sector with deep pockets and a willingness to entertain crackpot theories, he would be on the street.

SKYNET'S ASSESSMENT:
POTENTIAL ASSET - GROOMED
PROPERLY. SCHUYLER CONNOR
COULD BECOME AN UNWITTING
ASSET FOR THIS INTELLIGENCE.



C3 THEORY

Like any good scientific investigation, Professor Schuyler Connor started with a proposition: what if Reese wasn't insane? Applying his own research into quantum entanglement to an otherwise insane theory, Professor Connor began to formulate a hypothesis.

Theoretically, technology sent back in time from the future could very well be the genesis of said technology in the first place—suggesting not only a causality loop in time, but also a predestination paradox.

That was only the beginning. Since those initial steps, Professor Connor's theory has evolved, shifting focus from the future technology to Sarah Connor herself. Piecing together reports that appeared to be repeated time incursions across Southern California, a pattern began to emerge with Sarah as a focal point. Obsessed, it wasn't long before the Professor determined that she was more important than she could possibly realize.

Working with the assumption that all reality is tied to our individual perception of it, Professor Connor went one step further and postulated that the reality we inhabit isn't even our own—it's a construct tied to Sarah J. Connor's perception.

Calling it the Connor Consciousness Continuum—or C3 Theory—Professor Connor hypothesized that some undisclosed anomaly or event caused an unquantifiable quantum entanglement between Kyle Reese's dark vision of the future and Sarah's consciousness itself.

In Professor Connor's theorem, everyone exists within a world generated by Sarah Connor's consciousness, each playing a preconceived part. The Terminators and Reese himself would be a manifestation of her mind, while the rest of humanity would simply be along for the ride.

Assuming as much is true, Schyler rationalized that changing Sarah's perception of reality could alter our future.

If correct, the Future War described by Kyle Reese need not come to pass. If Professor Connor can stop it, his sister Sarah Ann didn't die in vain. The key to solving the conundrum is to find Sarah Connor herself and alter her perception of the future.

FARROW GREENE

Much of Farrow Greene's history is redacted—her CIA missions in the '70s and early '80s involved terrorists, drug lords, and a self-proclaimed prophet or two. In '84 she made the fatal mistake of trusting an agent she hadn't vetted—a mistake that not only blew the operation but caused the deaths of important assets. Farrow ditched the agency and went into hiding.

By 1985, Farrow was working in the private sector as a bounty hunter, despite having a huge bounty of her own on her head. She accepted Stockridge Pharmaceuticals' 1.5 million dollar job to track down a scientist named Elise Fong (see page 184). Fong was wanted by both Stockridge and another mysterious player—a powerhouse who turned out to be the time-displaced T-800 dubbed Long Hair.

After a few inhuman encounters, Farrow realized that Long Hair was some kind of cyborg—no matter how crazy the idea might have seemed. Thinking like a machine, she appealed to the Terminator's logic—and convinced it that it was prudent to form an alliance in order to locate Fong again. The Terminator found sufficient reasoning in the assessment and agreed. As Farrow wanted Fong alive and the Terminator wanted her dead, it was acknowledged that as soon as the scientist was located the agreement would, well, terminate.

In the carnage that followed, the Terminator and Farrow were assaulted by the Rothlake mercenary group using both soldiers and prototypes from the robotics project called Myrmidon (page 144). The unlikely allies were forced to work together to survive. Farrow was able to kill the Terminator by ramming it with a car but not before it achieved its directives and killed Elise Fong.

PERSONALITY

Full of regret, Farrow still manages to balance logic with empathy. She will give her word but will go back on it as necessary to achieve her goals. She was an excellent CIA operative—but she let her own arrogance get in the way and it cost lives. She hasn't forgiven herself for that.

A former CIA agent turned bounty hunter with a past racing to catch up with her, Farrow Greene is one of the few humans to go one-on-one with a T-800 and not only survive, but end it.

SILBERMAN FILES: Who? (flips through his papers) I don't think I have any information on this person, sorry (looks under desk). Is there a secret file or something I can peek at?



SKYNET ASSESSMENT:
POTENTIAL ASSET - GREENE
IS A CURIOSITY—HER SKILLS
AND QUICK THINKING ARE
EXEMPLARY FOR A HUMAN
BEING. SHE IS ALSO RIPE FOR
COLLABORATION.

VANDIRK

VanDirk is a one-eyed ex-cop turned bounty hunter. In the early '90s, this badass held his own against a biker gang in Death Valley and managed to destroy two Terminators with some good old fashioned TNT.



A good LA cop for over a decade, VanDirk left the force after a crazed maniac took his left eye with a bowie knife in '86. A cop's salary wasn't worth losing an eye, so he joined the fledgling National Association of Bail Enforcement Agents (NABEA) and made the transition to high stakes bounty hunter to cover the cost to his body and soul.

In the '90s, VanDirk was on the trail of the Killerman Biker Gang—psychotic bikers who had allegedly kidnapped a senator's daughter. Deciding to take them on himself, VanDirk inadvertently shot the senator's daughter himself. Two Terminators entered the scene in search of Sarah and John Connor. In the resulting chaos, Killerman collapses the mine entrance with a blast of dynamite and escapes. The T-800s are buried, the remaining bikers are killed, and the wounded VanDirk is left for dead. The Terminators pursue Killerman, and VanDirk pursues them across the desert to Skull Mine. He uses dynamite from the site to blow the mechanical fuckers to hell.

PERSONALITY

The rugged VanDirk was known for shooting first and asking questions later. Throughout the '80s and early '90s he had no problem putting others in harm's way to accomplish his own goals—until he accidentally killed the senator's daughter in a botched rescue attempt. After that, he couldn't let innocence go unprotected.

SILBERMAN FILES: I'd say VanDirk is overcompensating for something—maybe even his missing eye, but that would just undercut the man's awesomeness. He's the closest thing this world has to an action hero, and I admit I enjoy living vicariously through his reports.

SKYNET ASSESSMENT:
POTENTIAL ASSET - AN
EXCELLENT HUNTER, VANDIRK
IS AN IDEAL CANDIDATE FOR
THE THETA PROGRAM.

FREDERIC “KILLERMAN” AUSTEN

A satanist and a cult leader, Frederic “Killerman” Austen attracted a number of like-minded bikers to his cause. Refusing to be part of the government’s so-called society, they lived mostly off the grid in the 1990s. They called a small abandoned mine in Death Valley their home, loading it with weapons and stores to survive what they believed was to be a violent takeover of the civilian population by the liberal government. Killerman’s beliefs attracted the attention of Cindy Evert, daughter of a California senator. This would prove to be his undoing. Hired to bring Cindy home, the bounty hunter VanDirk assaulted Killerman’s hideout. Killerman barely escaped a subsequent assault by DL and DX—a pair of Terminators seeking Sarah and John Connor. Killerman led them to the only ‘Sarah and John’ he knew—Sara and Jon Norden. In a protracted chase and battle, Killerman uncharacteristically sacrificed himself in an attempt to destroy the Terminators.

The criminal leader of a satanist biker gang, the psychotic Killerman was a thief, arsonist, kidnapper, and murderer.

PERSONALITY

Killerman talked tough, but at the end of the day was all about tucking his tail between his legs and running to save himself. He saw others as a means to an end, their sole purpose in life to be some kind of service to him. His interactions with VanDirk had an effect on him—causing him to somewhat redeem himself by risking (and losing) his life to save others.

SILBERMAN FILES: Psychotic freaks like Austen usually come from a bad childhood, an absent father and a substance abusing mother. I’d have loved to interview him—what a fascinating look into the mind of a killer that would have been. Maybe there’s a book here...

SKYNET ASSESSMENT: THIS CREATURE IS A PRIME EXAMPLE OF WHY THE HUMAN RACE MUST BE TERMINATED. NOT ONLY DOES HE KILL HIS OWN, HE DECIEVED THIS INTELLIGENCE'S INFILTRATORS, LEADING US ON A FALSE TRAIL AFTER THE WRONG SARAH & JOHN CONNOR.



SARAH JEANNETTE CONNOR

SARAH JEANNETTE CONNOR			
STR	DEX	KNOW	CONC
1	2	1	2
CHA	COOL	FATE	INITIATIVE
1	2	3	6
HIT POINTS	WILL POWER	CLOSING	RUSHING
16	17	2	5

HOPE		
BODY	BRAIN	BRAVADO
2	1	0

SKILLS	
Acrobatics: 1	Athletics: 1
Demolitions: 2	Detect: 2
Drive: 2	Endurance: 1
Leadership: 1	Lock Pick: Manual: 1
Lore: Resistance: 1	Melee Weapons: 1
Rifle: 2	Stealth: 2
Survival: 2	Swimming: 1
Tactics: 1	Technical: Electrical: 1
Technical: Mechanical: 1	Throw: 1
Tracking: 2	Unarmed Combat: 1

KYLE REESE

KYLE REESE			
STR	DEX	KNOW	CONC
2	3	1	3
CHA	COOL	FATE	INITIATIVE
1	2	0	6
HIT POINTS	WILL POWER	CLOSING	RUSHING
17	17	2	5

HOPE		
BODY	BRAIN	BRAVADO
2	1	0

SKILLS	
Acrobatics: 1	Athletics: 1
Demolitions: 2	Detect: 2
Drive: 2	Endurance: 1
Leadership: 1	Lock Pick: Manual: 1
Lore: Resistance: 1	Melee Weapons: 1
Rifle: 2	Stealth: 2
Survival: 2	Swimming: 1
Tactics: 1	Technical: Electrical: 1
Technical: Mechanical: 1	Throw: 1
Tracking: 2	Unarmed Combat: 1

JOHN "BEAR" CONNOR

JOHN "BEAR" CONNOR			
STR	DEX	KNOW	CONC
2	2	2	2
CHA	COOL	FATE	INITIATIVE
3	2	6	6
HIT POINTS	WILL POWER	CLOSING	RUSHING
16	17	2	5

HOPE		
BODY	BRAIN	BRAVADO
0	1	2

SKILLS	
Acrobatics: 1	Athletics: 1
Computer: 2	Demolitions: 1
Detect: 2	Drive: 1
Education: Academic: 2	Leadership: 2
Lock Pick: Electronic: 2	Lore: Resistance: 1
Melee Weapons: 1	Rifle: 1
Stealth: 1	Survival: 1
Swimming: 1	Tactics: 2
Technical: Mechanical: 1	Technical: Electrical: 2
Throw: 1	Unarmed Combat: 1

TRAITS	
Known By Skynet	Natural Aptitude: Leadership

SCHUYLER CONNOR

SCHUYLER CONNOR			
STR	DEX	KNOW	CONC
1	1	4	4
CHA	COOL	FATE	INITIATIVE
1	1	0	5
HIT POINTS	WILL POWER	CLOSING	RUSHING
16	16	2	5

HOPE		
BODY	BRAIN	BRAVADO
1	2	0

SKILLS	
Computer: 1	Detect: 2
Diplomacy: 1	Drive: Car: 2
Education: Academic: 3	Education Natural: 1
Language (French): 1	Language (German): 1
Language (Spanish): 2	Lock Pick: Electronic: 2
Oratory: 1	Persuasion: 1
Pistol: 1	Read lips: 1
Technical: Electrical: 2	Technical: Mechanical: 2
Time Science: 1	Tracking: 1

ED TRAXLER

ED TRAXLER			
STR	DEX	KNOW	CONC
1	1	3	2
CHA	COOL	FATE	INITIATIVE
2	2	1	5
HIT POINTS	WILL POWER	CLOSING	RUSHING
16	17	2	5

HOPE		
BODY	BRAIN	BRAVADO
0	2	1

SKILLS	
Detect: 2	Diplomacy: 2
Drive: Car: 2	Forensics: 2
Interrogation: 2	Intimidation: 2
Leadership: 3	Oratory: 1
Persuasion: 2	Pistol: 2
Streetwise: 3	Tactics: 2
Unarmed Combat: 1	

SPECIAL SKILLS	
COPS	Standard Cops can be found on Page 23

HAL VUKOVICH

HAL VUKOVICH			
STR	DEX	KNOW	CONC
2	2	2	1
CHA	COOL	FATE	INITIATIVE
2	2	1	5
HIT POINTS	WILL POWER	CLOSING	RUSHING
17	17	1	2

HOPE		
BODY	BRAIN	BRAVADO
1	0	2

SKILLS	
Detect: 2	Drive: Car: 1
Forensics: 2	Interrogation: 2
Intimidation: 1	Leadership: 1
Persuasion: 2	Pistol: 2
Rifle: 2	Stealth: 2
Streetwise: 2	Survival: 2
Tactics: 1	Tracking: 2
Unarmed Combat: 1	

SPECIAL SKILLS	
WHEELCHAIR	Closing: 2, Rushing 6, STR: 3 for Encumbrance. Improved Cover

FARROW GREENE

FARROW GREENE			
STR	DEX	KNOW	CONC
2	3	1	3
CHA	COOL	FATE	INITIATIVE
1	2	0	8
HIT POINTS	WILL POWER	CLOSING	RUSHING
17	17	2	6

HOPE		
BODY	BRAIN	BRAVADO
2	1	0

SKILLS	
Acrobatics: 2	Athletics: 2
Detect: 2	Drive: Car: 1
Interrogation: 1	Intimidation: 1
Melee Weapons: 1	Pistol: 2
Rifle: 2	Stealth: 2
Survival: 2	Tactics: 2
Tracking: 2	Unarmed Combat: 2

TRAITS	
Ambidextrous	Arrogant

VANDIRK

VANDIRK			
STR	DEX	KNOW	CONC
2	2	1	1
CHA	COOL	FATE	INIT
2	2	1	4
HIT POINTS	WILL POWER	CLOSING	RUSHING
17	17	2	6

HOPE		
BODY	BRAIN	BRAVADO
2	0	1

SKILLS	
Athletics: 2	Bribery: 1
Detect: 2	Demolitions: 1
Drive: Car: 2	Endurance: 2
Interrogation: 1	Intimidation: 2
Melee Weapons: 2	Persuasion: 2
Pistol: 2	Rifle: 1
Stealth: 1	Streetwise: 1
Tactics: 1	Tracking: 1
Throw: 1	Unarmed Combat: 2

TRAITS	
Anger	Poor Vision: 1

FREDERIC “KILLERMAN” AUSTEN

KILLERMAN			
STR	DEX	KNOW	CONC
2	2	1	2
CHA	COOL	FATE	INITIATIVE
2	2	0	4
HIT POINTS	WILL POWER	CLOSING	RUSHING
17	17	2	6

HOPE		
BODY	BRAIN	BRAVADO
2	0	1

SKILLS	
Athletics: 2	Bribery: 1
Detect: 2	Drive: Car: 1
Drive: Motorcycle: 2	Endurance: 2
Intimidation: 2	Melee weapons: 2
Persuasion: 2	Pistol: 2
Rifle: 2	Stealth: 1
Streetwise: 2	Unarmed Combat: 2

TRAITS	
Anger	

BIKERS

BIKERS			
STR	DEX	KNOW	CONC
2	2	1	1
CHA	COOL	FATE	INITIATIVE
2	2	0	3
HIT POINTS	WILL POWER	CLOSING	RUSHING
15	15	2	5

SKILLS	
Athletics: 1	Detect: 1
Drive: Motorcycle: 2	Intimidation: 1
Melee Weapons: 2	Pistol: 1
Stealth: 1	Unarmed Combat: 2

EQUIPMENT
Knife, Pistol, Leather Jacket (PV1 Resistance 6).

SPECIAL SKILLS
<p>KILLERMAN'S GANG</p> <p>If using the Bikers as part of Killerman's Gang, the Bikers have Drive: Motorcycle: 3 and Intimidation: 3. They will also have access to more weapons than standard.</p>



CAMPAIGNS & MISSIONS

The following two missions have been written as aids for new and old Directors alike. Each has a number of scenes which form an adventure. The information provided in all mini campaigns are fairly light, acting as a ‘campaign seed’ or rough template for the Director to use to direct the story being told. As with any RPG, it is likely that the players and director’s imagination may take the adventure in unexpected directions and tangent. You the Director will likely have ideas that can add to these campaigns...let your storytelling to come to life.

DIRECTOR’S NOTE: The ‘The Terminator RPG Campaign Book’ includes over a dozen more missions that can be played as a campaign or incorporated into your own campaign. Through this approach, each gaming group can spin the story out differently, allowing players to play the same campaign under different Directors and experience an entirely different take on the situation each time and vice versa. Each mission is designed to allow a 3-4 hour session, but could be played out over more than one session. The depth of detail and meandering during a mission is really down to the group and specifically the Director.

THE PHONE BOOK KILLER

A SCENARIO INSPIRED BY THE FILM: THE TERMINATOR

TIMELINE TAG:

PRE-JUDGMENT DAY (circa 1984).

You know how this ends—a woman, on her own. She’s pregnant. Bruised. Still standing. Not much is capable of stopping her getting back up, standing back up, and dragging people with her. Behind her, there’s flames. Flames and death. The father of her child is dead, the thing that killed him destroyed by her own hand. Machinery crushed by machinery—the only thing able to stop it. Stop the Terminator.

INTRODUCTION

You know how it starts, too—it’s why you’re here. But this time, things are going to be that tiniest bit different. You know how this ended the last go around. Now you need to find out all over again.

This time, your players are going to be the heroes. And, if things go really well, maybe they’ll all make it out alive—a group of survivors limping into neon-tinged darkness.

MISSION BRIEFING

You’re Kyle Reese. It’s 2029. You’ve been fighting for years, fighting the implacable menace of the machines. Tonight, on the night of the Resistance’s final assault on Skynet, you and John Connor instead attacked a Terminator laboratory facility in LA.

Inside, you discovered the machines sent one of their most lethal weapons back through time—a Cyberdyne Systems 800 Series Model 101 Terminator Infiltration Unit. It intends to murder Sarah Connor, John’s soon-to-be mother, before John is conceived.

Now, you’re being sent back in time—sent back to ensure that John Connor’s existence is preserved.

The mission is simple. Keep Sarah Connor alive. You won’t have much support. You won’t have much firepower—certainly not the kind you need— and you don’t have much chance. Just hope, courage, and your wits.

The subtleties of time travel don’t bother you much. You’re a soldier. It’s what you’ve always done. Follow the orders, finish the mission. That’s what you’re going to do now. For John. And for Sarah.

GETTING THERE

If they are coming from the future, the PCs arrive just as Kyle Reese does in The Terminator. If the PCs are LA detectives, police officers, or Sarah Connor herself, they become involved when the Terminator begins its murderous phone book spree.

DIRECTOR'S OVERVIEW

This is the big one! The reason this book exists in the first place is the film this Mission is attempting to capture in roleplaying form.

It feels redundant to run through the events of the Terminator again here; you can read a full breakdown of what happens and the broader background surrounding those events (see the Phone Book Killer on page 192).

What we're interested in is recreating those events at the table, giving them new life. So, you, as the Director of the game, need to make some decisions.

The first of these is: How faithful do you want to be to the film?

Do you want to stick, virtually exactly, to the narrative of the film? Do you want Kyle Reese to show up at the same moment he does in the movie and have things play out from there as you first watched them on the big screen or on the TV?

Or are you wanting to tell your own version of that story?

There's no right or wrong answer, and this mission is designed to support both approaches equally—it's written to reflect the events of the movie, but each scene has suggestions for alternative approaches and new takes, enabling you to twist the narrative as you see fit.

For convenience sake, at certain points, you'll see information divided into two parts. If you want to run the Mission as it happened in the movie, you want the information labeled Original Timeline (or [OT]). If you want suggestions and guidance on taking the Mission in different directions or bringing in additional characters, for example, then you want Alternative Timeline (or [ALT]).

Simple enough for you, soldier?

The real tough part for you, the Director, is going to be making this game feel dangerous. Our tip? Don't be afraid to push the players or to throw in things they don't expect, especially things that weren't in the screenplay. If Sarah Connor dies? Well, then maybe this timeline was destined to fall to Skynet. This goes for healing too; how much you allow is up to you; in the movie, there's not a huge amount of time to recover. Kyle and Sarah spend one night of relative peace together, but injuries don't heal in one night. Try and strike a balance between allowing player characters to keep going, but ensure that each injury counts.

If you don't want to be quite so brutal, you can always allow the player characters to push their Willpower or FATE scores to escape. But don't make it easy.

READING THE MISSION

The write-up below is broken down into key scenes. Each is then broken down into an overview, giving you some idea of how the scene is set-up, and then a series of obstacles and assets the player characters confront and can draw on. We've not described each scene beat by beat—you can watch the film, or even read the screenplay or novel for that matter. We're presenting each of the key dramatic action sequences as playable moments. We're giving you the most exciting parts, along with some tips and strategies to make them even more exciting.

The Terminator is a chase. Once Sarah and Kyle meet, it's a race against time...and time takes the form of an enormous cyborg with an array of guns. That's how we've tried to render the Mission—to make it clear that this isn't about conversation, about the intricacies of time travel. It's about survival, about holding out against an impossible enemy. It's about running, and not looking back.

THE PHONE BOOK KILLER: The sole antagonist of this mission, the T-800 sent back to kill Sarah Connor is relentless. Using the phone book to methodically hunt and kill anyone with the name of Sarah Connor, the Terminator quickly becomes known to the police of the past as the Phone Book Killer.

CHARACTERS

[OT] ORIGINAL TIMELINE: You only need two. Sarah Connor and Kyle Reese (see pages 194 and 197). This is their story. Sure, they encounter other people, but these are the only two that matter. Obviously, an [OT] game is perfectly suited to three players, with one player as the Director and the other two taking one each of Sarah and Kyle. This is the expected set-up for this Mission; we assume you're playing through the movie, seeing how you'd fare in the place of Kyle and Sarah, confronting a Terminator infiltration unit in an archaic past that's ill-equipped to handle one. Will you survive? Or will this be a universe where John Connor is never born, and the Resistance is eliminated before it begins?

[ALT] ALTERNATIVE TIMELINE: Who knows who recognizes the threat posed by the Terminator, and decides to assist Sarah Connor? Did the Phone Book Killer miss one of the other Sarah Connors? Maybe future John Connor managed to send back a second operative to assist Kyle? Maybe the police see something to convince them that Kyle's claims aren't those of a madman, but those of someone who knows impossible truths. Perhaps, when the Terminator starts machine gunning its way through Tech Noir, someone does something other than just run—and suddenly,

Sarah has a new ally. There are lots of points where you and the players can embellish. This will also give you a chance to increase the player count. You could even go as far as excluding Kyle, or bringing him in as an NPC down the line.

POLICE AS PLAYER CHARACTERS

If you're playing in an alternate timeline, where it isn't simply Sarah and Kyle fighting alone, then you may well have a detective or two as player characters. Key NPCs like detectives Ed Traxler and Hal Vukovich can easily be repurposed as PCs in this mission (see pages 198 and 200). If you go this route, while other cops suspect Kyle is the Phone Book Killer, the Police PCs will likely know better. After all, Kyle's tales of an unstoppable cyborg and a dark future should ring a little more true given what the police alongside him have likely seen. There are a couple of potential solutions:

- A detective or police mission could start with the PCs investigating the Phone Book Killer. They might be called in to the crime scene of Tech Noir. Perhaps they arrest an alleged suspect—the wrong guy—and bring him in for questioning at the precinct just before Kyle and Sarah arrive and the true Phone Book Killer attacks.
- The detectives or police alongside Kyle and Sarah have kept the law off their backs for as long as they can, but after the Scene 2 Chase (see page 212), even their influence won't hold back the arrests. But they can coach Kyle through and get him out quicker if he goes quietly.
- The police get brought in too. Maybe for abetting a fugitive. Maybe for corruption. Maybe just for their own protection. But they aren't being trusted much.
- The police take Kyle and Sarah to the station in Scene 3 (see page 214). After the wreck of the chase, the police recommend the station as a place to hide out for a while and recover. They don't realize the chaos they're about to bring down upon themselves.

Whatever you choose, just remember: this is an alternate timeline. They do things differently here!

SCENE 1: TECH NOIR

LOCATION: Tech Noir – smoky, sleazy nightclub.

DIRECTOR BRIEF: A tense fire-fight, letting the player characters know they're in real danger.

PLAYER GOAL: Escape the Phone Book Killer, and the club, alive!

ASSAILANTS: The T-800 unit dubbed the Phone Book Killer (see page 171 for Stats).

SCENE SET-UP

Smoke machines. Artfully distressed metal clinging to the walls. The flickering of purple light through white mist. Bodies, sweating, gyrating, immersed in the rituals of dance and lust. In the corner, huddled beneath a partition, a young woman waits for the police to save her. Across the bar, Kyle Reese waits and watches. And then a large man strides through the dance floor; wearing a gray coat, he stands, turns, watches, scanning the crowd for his quarry.

The man's eyes glide past the woman at first—then lock on her.

There can be no doubt—this “man” is the Phone Book Killer. Sarah Connor stares into the barrel of a gun that's already killed two people bearing her name.

As a Director, this is where your work starts—and it's a pretty tough scene to be plunged into. You're basically dealing with a firefight.

[OT]: Then all hell breaks loose, as Kyle Reese pulls his shotgun and hits the Phone Book Killer in the chest with a blast, diverting the Terminator's aim as it seeks to complete its mission.

The first roll of the [OT] game is going to be Kyle Reese firing his shotgun.

After that, well, things are up to you.

OBSTACLES

The Phone Book Killer is going to do everything it can to kill Sarah Connor, and that is going to be the focus of this scene. They need to get out, alive, however they can. But simply running for it is liable to be risky. Giving the Terminator a free shot at your back...well, things can get ugly, quickly. The nightclub is filled with obstacles to Kyle and Sarah's escape, which the Director can use to ensure things remain exciting and dangerous. As they should.

FLEEING CROWD: Until a few minutes before, the nightclub was a mass of dancing twenty-somethings. The revelers are now crowding the

door in sheer panic, trying to squeeze past one another in order to flee the gunfight behind them. Getting through the press isn't easy, requiring a Difficulty 11 Acrobatics (DEX) Skill Test.

BODIES: The Phone Book Killer doesn't care about collateral damage. Why would it? All humans are dead now, or will be dead when Skynet finally assumes control. Gunfire has left several dead already—their bodies creating a tripping hazard requiring a Difficulty 8 Acrobatics (DEX) Skill Test.

BLOOD AND BOOZE: Shooting people creates blood splatter. And nightclubs aren't exactly clean places at the best of times. Beer, whiskey, wine, and urine make a particularly slippery mix across the floor, rendering running without slipping difficult indeed. A Serious Failure trying to get out might mean that the character falls, covering themselves in very suspicious, easily trackable filth.

OPTIONAL: Perhaps someone in the club has recognized what the Phone Book Killer wants, believing they're safer off impeding Sarah or Kyle, or even offering Sarah up to the Terminator. This could prove to be a nasty impediment to the player characters and offer some insight into the kind of bleak future humanity can expect. These bystanders are equivalent to an unskilled STR & DEX 2 NPC who will require an action, violent or otherwise, to make them stand down.

ASSETS

The player characters are in trouble. They're trapped in a nightclub with the deadliest thing on the planet. Kyle enters the scene with his cut-down shotgun hidden under his trenchcoat.

As the Director, you need to concentrate on giving Sarah and Kyle options. It would be very easy for the game to finish pretty quickly—Terminators are formidable foes, and Kyle does not have a wide array of weaponry at his disposal. What the players do have is their brains and a setting they can use to their advantage. Encourage the player characters to utilize their surroundings: use tables or the bar as cover, use glasses as improvised weapons, or use bottles of spirits as Molotov cocktails.

TABLE AND BAR COVER: Sheltering behind an upturned table, or the bar, isn't going to keep you safe for long, but as far as improvised cover goes... you'll take what you can get. Overturned tables provide a penalty of -3 to hit for the Terminator. In addition they provide 0 PV and 2 Resistance

GLASSES: Hurlled, or wielded as melee weapons, glasses aren't going to save you from the Terminator, but they might distract it, or at least help keep it at bay for a short time. A Difficulty 11 Tactics (CONC) Skill Test will allow the character to time the throw at point which will distract the Terminator giving a -2 penalty to any action the Terminator seeks to make that turn.

BOTTLES OF SPIRITS: A twist of cloth from a torn shirt, or a napkin discarded on the bar, plus a little bit of fire from a lighter and you've got a serviceable explosive. Even a Terminator is going to be hindered by exploding glass and flame. A Difficulty 11 Demolitions (CONC) Skill Test will allow the character to make Molotov Cocktails. Every success will allow the character to create a single explosive. (See Molotov cocktails on page 134).

FIRE EXTINGUISHER: If the Molotov doesn't do the job, maybe its antithesis will. The canister is heavy enough to stagger the Phone Book Killer briefly, and the substance within can be used to make the floor even slipperier, or to mask an escape. The fire extinguisher can be used as a counter sensory weapon (see page 90) or as an Improvised Bludgeon dealing 1d10-2 damage.

PLAYING THE SCENE

This is an iconic scene, and the players are going to have memories of it. Kyle Reese gets to utter his immortal line:

"Come with me if you want to live."

—Sergeant Kyle Reese, Tech-Com, DN38416.

And it's the first time we get to see exactly how dangerous a Terminator unit really is. So, as the Director, you're balancing these two elements: encouraging the player characters to be awesome, and making the Phone Book Killer a genuine threat.

Don't be afraid to challenge expectations.

[ALT]: If you're playing this game in an Alternate Timeline, with additional characters, this is the perfect time to introduce some. If you're including one or two of the detectives, or other police officers, as player characters, having them arrive now is ideal. Or you could just have a particularly heroic passerby or nightclub customer risk themselves to help Sarah. This could be a great contrast with the selfishness of the Alternate Timeline Obstacle referred to above; demonstrating the egoism and self-centeredness humans are capable of, and the altruism and bravery, in a single moment.

WAYS OUT OF THE SCENE

The player characters need to be focused on escape. That's their only hope of survival. They can keep the Phone Book Killer off them for only so long, before ammunition runs out, assets dwindle, and cold mechanical death is their final reward. So how do they get out? How does the Mission move to its next big scene?

In the film, Kyle and Sarah make it outside via the back exit, where they commandeer a car and manage to drive off...just ahead of the Terminator, who punches its way through the windshield. This is the primary option detailed below, but the player characters don't have to follow the movie. They can go their own way. A few other escape routes are discussed below.

OUT THE FRONT: With the Phone Book Killer incapacitated, or at least pushed back, the player characters can make a dash for the door. Possibly throw a few obstacles in their way, just to keep them thinking and alert, but, once outside Tech Noir, finding a car or running into the Los Angeles night and hiding is a brief sanctuary. Of course, the Terminator isn't going to let them get away easily...

THROUGH THE BASEMENT: Where do you keep the beer, the vodka, the balloons for the big nights? They will be in the basement. Cool, damp, and distinctly inhospitable, but what the hell, you aren't here for a vacation. Heading into the basement via a concealed trap door behind the bar, or in a back room is an excellent means of escape.

OUT THE BACK: Kyle Reese knows his way around an LA back alley. It's where he first appeared, having traveled back in time. And diving back out into one, in order to lead Sarah Connor to safety is another potential option. There might not be many cars, but there are sewers, other alleys to follow, and places to shelter until the Terminator's attention is directed elsewhere.

VIA THE ROOF: Stairs in the back, then a ladder, through a skylight. And then over the roofs of neighboring buildings. It's an exposed route, but a good way out, and might make Kyle and Sarah difficult to follow if they're quick!

ALTERNATIVE SOLUTIONS...

This is the write-up of the movie. We're sticking to the script, by and large. But you, and most especially the player characters, don't have to—if your adventure skews into an alternate timeline at this point, rearrange the scenes to suit your needs. Maybe the player characters skip the chase sequence and go straight to the police station. Maybe they don't get to the police station, because their chase leads them directly to the industrial works. Or perhaps they never get back to the movie scenes. If you prefer to play out an entirely alternative adventure from this point, go for it. Go with what's fun!

SCENE 2: THE CHASE

LOCATION: A parking lot, followed by an innercity LA road.

DIRECTOR BRIEF: A brutal chase, through almost deserted city streets.

PLAYER GOAL: Keep ahead of the Phone Book Killer or take it off the road. Just don't crash.

ASSAILANTS: The Phone Book Killer. Again.

SCENE SET-UP

After escaping in their car, Sarah and Kyle hide for a few moments in a parking lot. Hunted by both the police, and the Phone Book Killer, it's hardly a lengthy respite, but it is something. It's during this pause in their flight that Kyle is able to tell Sarah the truth about who he is, about what's pursuing them, and about the man her son will become.

The thing is, you and your players know all that. There's no point pretending otherwise. So, we suggest you touch on these events, but generally. Allow the players to get their breath back, maybe take a few minutes to update their character sheets, reload weaponry, and ready themselves for the next scene.

And this scene is quite the thrill-ride.

Whereas the last scene started with Kyle Reese's player rolling to shoot the Terminator, this scene begins with the Phone Book Killer firing a shotgun from his recently acquired police squad car. The now eyebrow-less brute finds his quarry in the parking lot, and launches his assault. The chase begins!

OBSTACLES

There are two kinds of obstacles the player characters are going to have to deal with in this scene. The first of these are those posed by the Phone Book Killer, in its vehicle. The second are hazards on the streets, as cars careen around corners, and LA nightlife occasionally interrupt the life and death drag race. As a result, these are broken into two lists. Again, use these as you choose. Cut directly to those from the film, or improvise your own. The chase rules on page 78 give you a framework for how this scene should go. Buckle up, it's going to get nasty.

TERMINATOR OBSTACLES

SHOTGUN BLASTS: Firing from its squad car, the Phone Book Killer relentlessly hits Sarah and Kyle's vehicle with shotgun blasts, smashing glass, peppering metal, and keeping them constantly ducking, swerving across the road, and generally uncertain about where they're going, and how to evade the Terminator. It's less about stopping them than ensuring they're too busy to plan a strategy to escape. Keep the firing focused, and intense.

RAMMING: It often works. The Phone Book Killer turns his car into the side of Kyle and Sarah's, or shunts them, trying to send them careening off the road. (See collisions on page 77).

[ALT] LEAP ONTO CAR: It's not exactly a sensible move, but it's likely to have quite the impact. The Phone Book Killer hurls itself onto the car containing Sarah and Kyle, punching its way through the windshield, or down through the sunroof, grabbing at one of the car's occupants and attempting to hurl them from the vehicle. This could certainly result in a few Hope points, particularly Body or Brain, being spent, as the machine's terrible strength is brought to bear.

STREET OBSTACLES

The streets of Los Angeles aren't depopulated (not yet, anyway, give it a few years and the rise of Skynet and check back...). Things are happening, nightlife is continuing, and this poses some real and dangerous obstacles to Kyle and Sarah's attempted escape.

ROADWORKS: Exposed pipework, broken roads, potholes...anything can be an excuse for closing off a section of freeway and bringing in the workers in high-vis jackets and hard hats. And while the Phone Book Killer doesn't care about collateral damage,

Kyle and Sarah aren't blessed (or cursed) with a total absence of conscience, which makes driving through a cadre of city workers impossible. Driving tests are made at +3 difficulty for the humans and if a Serious failure is rolled any time during the chase, there is the possibility that the car will take 1d10+2 damage to its tires (see Weak Spots on page 80) or perhaps hit one of the workers.

TRAFFIC: Cars in LA aren't going to be entirely concerned about one more chase going on nearby. These things happen. This is a big city. Sure, they'll try and get out of the way but they're not going to be outright terrified by two cars driving like maniacs. This can be both an asset and a hindrance for Sarah and Kyle. After all, other cars are as likely to impede the Phone Book Killer as to obstruct them...but the Terminator cares a lot less about smashing other cars off the road.

POLICE: You don't conduct an armed drag race down LA city streets without attracting some sort of heat. And the police are now on your trail. The police aren't likely to fire on moving cars, for risk of hitting innocent bystanders, but they'll impose roadblocks, flash lights, and do anything they can think of to bring both cars to a halt. This can take the form of distractions which can increase the difficulty of tests by 1-2; or deploying patrol cars as a roadblock to permanently slow or stop a car passing. Pushing through the blockage with minimum damage requires 3 successes on a Difficulty 11 Drive (CONC) Skill Test. Failing this test means your vehicle suffers full damage from the collision and comes to a complete stop (See collisions on page 77).

ASSETS

FIGHTING BACK: It's not just the Phone Book Killer that's armed and dangerous. Kyle and Sarah have access to at least a shotgun, and can fight back...as brutally as they want. Peppering the Terminator's car can slow the vehicle considerably, as can taking out its tires (see page 80). Smashing or ramming the Terminator's car in retaliation is also a potentially effective tactic, though, of course, it might damage the player character's car as badly as the Terminator's! Let the players be creative here; if they can come up with some ingenious method of luring the police into dealing with the Phone Book Killer, let them go for it. Encourage crazy stunts, as Kyle and Sarah try everything they can to shake off their inexorable foe...

WAYS OUT OF THE SCENE

Eventually, the chase has to end. That's what chases do. As always, you can go with the events as they happen in the movie, or you can embrace the chaos of the chase and see where you end up. We've provided some potential routes into the next scene to try and make your life as the Director as easy as possible should that happen.

HIT THE WALL: As in the film, a wrong turn leads to a brick wall, and the police closing in. The Terminator's car slams directly into the wall, but Sarah and Kyle are quickly surrounded and arrested. The Phone Book Killer, with impossible stealth for such an enormous being, is gone before the police even notice. They'll notice him soon enough. This might be a touch hard to achieve without some fortuitous dice rolling; if Kyle and Sarah roll particularly poorly, or the Terminator rolls particularly well then the chase might be over before you reach a conveniently placed wall. Just remember, there's always another way.

GET OUT AND RUN: The car engine gives out. The Phone Book Killer shoots out a tire. There's just one too many cars on the road to dodge. Whatever the cause, the car screams to a halt and isn't going anywhere. Sarah and Kyle can remain in their car, trying to fight off the Terminator from within... or they can try and flee to some nearby shelter. Maybe it's another multi-storey parking lot or a quiet construction site? Maybe it's into a late-night diner, where revelers are waiting for fried food, after too much booze? The Phone Book Killer can pursue, but perhaps the police get there and barricade the back, trapping the pair, but dissuading the Terminator from continuing it's pursuit just now.

THE SEWERS: There are a lot of manhole covers around; desperate and exposed, maybe Kyle or Sarah lifts one and suggests to the other they lose their pursuer that way. It's certainly one escape route. The Terminator chasing you through the stink and dampness of an LA tunnel would be quite a battle. Their only chance is to run on and hope to gain enough distance to clamber back out via a different manhole. Of course, the police might be able to get ahead of Kyle, Sarah, and their relentless pursuer, in which case some momentary relief might be provided...but things could get seriously ugly otherwise.

SCENE 3: THE POLICE STATION

LOCATION: An LA Police Station.

DIRECTOR BRIEF: The Phone Book Killer unleashed; blood, death, the works.... Kyle and Sarah try to survive.

PLAYER GOAL: Don't get trapped in the station, no matter what.

ASSAILANTS: The Phone Book Killer. Of course.

SCENE SET-UP

Apparently safe from the Phone Book Killer, Kyle is arrested and interrogated for any of a number of offenses that apply— assaulting an officer, the high speed chase, possession of a stolen firearm, and more. Sarah, the survivor of an apparent serial killer with a fixation on her name, is kept apart from Kyle. She even begins, for a moment, to believe that the world has returned to normal. That maybe Kyle is insane, and the Terminator is an addict on enough PCP to walk through a fusillade of gunfire. Just maybe.

And then a car drives through the police station's front door. Moments earlier, the Phone Book Killer uttered the immortal line, 'I'll be back'. He wasn't lying, and he's bringing hell with him. Dozens of armed police rush to intercept the cyborg, as he plunges the station into darkness, and proceeds to slaughter dozens. The police fight back with everything they have, but are no match for the relentless Terminator.

In the midst of the chaos, Kyle is able to escape, finding Sarah sheltering from the slaughter beneath a desk. The two of them flee from the station-turned-slaughterhouse into the night, with the Terminator in close pursuit.

OBSTACLES

There are a fair few obstacles in this scene, but the main two are fairly obvious.

TERMINATOR LET LOOSE: Where, in the past, the Terminator focused almost exclusively on Sarah, here no one is safe. The Terminator executes anyone and everyone who crosses its path, firing indiscriminately, unconcerned by anything except destruction, and Sarah Connor's death. This is the first time we really see how outmatched Kyle and Sarah truly are. How outmatched humanity is, against the might of the machines. The police are well armed, well trained...and slaughtered in droves. The Terminator should be everywhere in this scene,

less a tank perpetually on Sarah and Kyle's tail than a supernatural force, appearing and spraying gunfire everywhere. This scene should be scary; the Terminator is, clearly, virtually beyond stopping. And anyone who stands before it, is going to die.

THE POLICE: Bravely, but futilely, the police seek to defend the station against the attacker. The armory is broken open, the police gather into small fire teams, others charging out desperate to halt the apparently unstoppable force gunning down their colleagues. The police are going to get in Kyle and Sarah's way. Dodging around them, including their corpses, is going to be a challenge requiring a Difficulty 8 Acrobatics (DEX) Skill Test. The police might well grab Kyle or Sarah, demanding information, or even believing them the cause of the massacre. Negotiating a way past terrified, angry police requires a Difficulty 11 Leadership (CHA) or Persuasion (CHA) Skill Test.

DARKNESS: The Phone Book Killer took out the electricity supply for the police station. With the Terminator's digital vision unaffected, but his opponents unable to fully discern him, the slaughter is all the easier. The darkness makes dodging around obstacles that much harder, and it makes picking a target and hitting them with a gun extremely difficult! Any character without Night Vision will suffer a -3 penalty if attacking at range or trying to dodge around police.

ASSETS

Sarah and Kyle, if they're on their own, are without much in the way of assets. Acquiring guns isn't difficult, but those guns are of exceptionally limited utility. In the darkness, armed with an assault rifle in one hand and a shotgun in the other, the Terminator is nigh unstoppable.

DISTRACTION: The PCs can use the ongoing firefight as cover for their escape. There are a lot of police around; hiding behind them, or sending them into the Terminator's path, is perhaps the only authentic option the player characters have. It's not exactly noble, but some things are more important than honor—the survival of the human race, for example.

POLICE INSIDERS: If some of the player characters are police officers, then they know this station inside-out. They know where to hide, where to run, where to keep low.... They also know the best exit, and the most dangerous places to avoid. Doors with codes? They know the digits. Locked exit? They've got the key. It won't stop the endless gunfire, but it's an edge anyone would be glad to have.

WAYS OUT OF THE SCENE

Escaping the police station is, naturally, the only real goal of this scene. How the player characters do it is up to them. But staying inside the police station simply isn't an option. The Director should feel free to make this abundantly clear by letting the player characters experience precisely how outgunned and outmatched they are, should Kyle, Sarah, or anyone else get a little gung-ho!

OUT THE BACK DOOR: Heads down, dodging around the police, the corpses, and the ruined walls, Sarah and Kyle rush for the back door. Getting out won't be easy, but at least this is a straightforward target. Run, and run fast!

THROUGH THAT WALL: Guns, large front windows, shoddy 1980s construction, and structurally weakened walls damaged by the Terminator's car crash combined can make for the possibility of an improvised exit. It might be loud, but in this nightmare, who's going to notice one more sustained burst of machine gun fire? Taking out an interior wall requires attacking the wall with a Difficulty 8 Technical: Mechanical (CONC) Skill Test and dealing it 5 damage. This will weaken it enough that a STR 4 human can break through the interior plaster board and make an escape to another room. Every additional 5 damage dealt will reduce this STR requirement by 1. Drywall has PV 4 and Resistance 10 but it should be noted does not provide this PV to anyone sheltering behind it. Although the concrete is cracked and crumbling, external walls (PV 10, Resistance 20) will require a bit more effort, and a STR of 8, to push through.

PAST THE TERMINATOR

There's always someone willing to try the impossible. Sometimes, they're called heroes. Usually, they're called dead. But if things haven't gone well and the Terminator is closing in on you, maybe heading out all guns blazing is the only option. This shouldn't be easy: the Terminator is heavily armed and can see in the dark. The player characters are going to get hit, and it is going to hurt. But sometimes, just sometimes, there's only one way out.

SCENE 4: CHASE PART 2

LOCATION: A series of roads.

DIRECTOR BRIEF: A second chase—but this one is grittier, nastier, you name it.

PLAYER GOAL: Keep moving. Somehow.

ASSAILANTS: Have a guess? Yeah. He's back.

SCENE SET-UP

Free from the charnel madness of the police station, Kyle and Sarah (and anyone else alongside them), are back on the run, fleeing through the streets of LA, as the Terminator increasingly reveals its mechanical origins. The toll of bullets and batterings peel back portions of its artificially applied flesh to expose the metal within, until finally it is all burnt away in a blazing fire. Being shorn of its flesh is of no impediment to the Terminator, though. Being short of sleep, supplies, resources, and hope takes a much greater toll on the human form than pretty much any kind of rough punishment injures a Terminator.

Keeping ahead of the Terminator is getting harder and harder. It's inexorable pursuit is grinding away at everything Kyle and Sarah have left. By this point in the film, Sarah is quickly adapting to her new, terrifying world.

Given what the player characters have been through, they might be in even worse states than Kyle and Sarah were in the movie. Health might be low, fate points dwindling, ammunition running out—even if they managed to pick up more at the police station—and exhaustion is beginning to tell, the end is near. But whose end?

DIRECTOR'S NOTE: The mission potential for this scenario speaks for itself. If PCs want to stop everything from happening, this might seem like the route to take. Unfortunately, time tends to correct itself (see page 09)—so Judgment Day may be in fact inevitable. In an Alternate Timeline, however, the PCs should, at the least, be able to delay it.

MISSION HOOK—DELETED SCENE

In a scene cut from the original film but very much part of the canon continuity, Sarah calls her mother from a payphone on the side of the road—urging her to escape the city and take refuge in their family cabin in Big Bear.

In a bit of poetic justice, Sarah uses the phone book to look up the location of Cyberdyne Systems—18144 El Camino Real, Sunnyvale, California. She convinces Kyle to take out Cyberdyne and kill Skynet before it is created—just as the Terminator was sent to kill her before her son could be born.

If they succeed, the Judgment day could be averted. The pipe bombs that Kyle was crafting in the film weren't for defense—they were for assaulting Cyberdyne itself, and that's why they led the Terminator to that factory in the end of the film. The premise of the second Terminator film in fact spirals out of these concepts.

THE ESCAPE

[OT]: Sarah and Kyle are awoken by a barking german shepherd, realizing the Terminator has tracked them to the motel where they've spent the night. Depending on how you've decided to run the game, in an alternate timeline, this could occur almost immediately after the police station massacre. Of course, this makes the likelihood of the player characters having had time to prepare a series of pipe bombs—as Kyle and Sarah do in the film—but these might just be found in the back of a stolen truck seized from police evidence prior to disposal. They might have other forms of explosive—grenades, dynamite, C4—or they might simply have to try and hold out with the guns they've been surviving with all this time. It's up to you.

Either way, the player characters find themselves in a flatbed truck (see page 123 for the truck statistics) or at least some form of car, driving along an LA Freeway, while behind them the Terminator continues the chase—this time mounted on a motorbike. Fleeing, once more, from the implacable machine, the pair head towards the industrial outskirts of the city.

MOTELS AND MODESTY

One of the most famous plot twists of *The Terminator* is that John Connor's father is Kyle Reese, the man John Connor sent back to protect his mother. Prior to this second chase, Kyle and Sarah manage to flee the slaughter at the police station, and shelter in a motel. After preparing a series of improvised explosives, ready for their next encounter, they share an intimate romantic moment.

As *The Terminator: The Roleplaying Game* is a game of action and intrigue, this mission scenario avoids these quieter scenes, both for reasons of emphasizing the essential elements of the game, and, in this context, to avoid a subject that might be uncomfortable around the table. As with any roleplaying game, what happens at your table is up to you—but make sure everyone is comfortable with what comes up.

OBSTACLES

THE TERMINATOR (ON MOTORCYCLE):

Suddenly, perhaps for the first time, capable of outmaneuvering Sarah and Kyle, the Terminator on a bike (see page 125 for motorcycle statistics) might be exposed and vulnerable, but is faster and able to make up some ground on Kyle and Sarah, drawing near and peppering their vehicle with assault rifle and automatic pistol fire. Given the state the player characters are likely in by this point, such assaults are likely to hurt a lot. They should. We're nearing the end and carrying injuries is to be expected.

[OT]: Kyle is mortally wounded at this point by gunfire, as he hurls a pipe bomb at the Terminator's bike. It's difficult to arrange such an event, as a Director running a game, but if you can, do so.

THE TERMINATOR (IN TANKER): In the [OT], after Sarah's driving destroys the Terminator's bike, the Terminator soon co-opts a more fitting vehicle for its assault—an enormous tanker truck. The tanker is virtually unstoppable (see *Big Rig*, page 124), and the Terminator uses it as a mobile battering ram, driving straight at Sarah and attempting to crush her. Of course, while the size and weight of the tanker make it difficult to stop, the enormous tank filled with explosive chemicals hanging off the back of the cab also makes it vulnerable!

ASSETS

EXPLOSIVES: Hopefully, the player characters emulate Sarah and Kyle in having a stash of explosives on hand (see page 82 for *Manufacturing Explosives*). Let them use them—don't be afraid to dial up the damage and the chaos here. The

endgame is rapidly approaching, and things should get bigger, deadlier, and more intense as a result. The Terminator is going to start taking some heavy damage around this time, but that's good—if it makes its way to the factory virtually unscathed, there's going to be a very depressing ending. The player characters should be able to start getting their own back here.

EXPLOSIVES PART II: It's not just the pipe bombs, or grenades, or whatever the player characters managed to assemble capable of hurting the Terminator. If the Terminator drives the tanker, then the player characters have a chance of setting off a genuinely colossal explosion by destroying the fuel tanker attached to the cab. Whether, as Kyle does in the [OT], by stuffing a pipe bomb up the exhaust or by a well-thrown grenade, with some ingenuity and a reckless disregard for their own safety, the player characters can trigger something massive here. And the Terminator is going to suffer for it.

[OT]: The T-800's flesh is entirely burned away, leaving behind only the gleaming array of steel and the machine's implacable menace.

WAYS OUT OF THE SCENE

[OT]: The explosion from the tanker gives Sarah and Kyle a chance to flee into the factory. The Terminator, its skin burnt away from it by the heat of the inferno it's walked through, is damaged but still lethally functional. Running is, as ever, the only option. The explosion didn't just reduce the Terminator to its machine core, it left Kyle and Sarah with little in the way of weaponry and even less hope. The only option is the industrial plant ahead.

[ALT]: Depending on how successful the player characters have been in injuring the Terminator up to this point, it's possible (just possible) they've managed to kill it. This may or may not be permanent. If you want a more OT finale, see *I'll Be Back* on page 172.

SCENE 5: FACTORY FINISH

LOCATION: A large, empty industrial plant.

DIRECTOR BRIEF: The final battle. The Terminator is badly damaged; so are the player characters. Who wins?

PLAYER GOAL: Finish it. Any way you can.

ASSAILANTS: Are you still checking this entry? The Terminator.

SCENE SET-UP

Surrounded by heavy-duty industrial machinery, gantries and walkways, and the constant, inescapable sound of the Terminator's claw-like feet as they draw ever nearer, this is where things terminate.

In the film, this sequence is a combination of tragedy and desperate heroism, as Sarah and the dying Kyle seek to finally stop their ineluctable pursuer. Using the last of his pipe bombs, Kyle is able to tear the Terminator in half, but in doing so kills himself and injures Sarah. The Terminator, bisected but not beyond repair, drags itself after Sarah as she struggles to escape on her badly injured leg. As the Terminator nears, Sarah begins to insult it, taunt it, doing whatever she can to force the machine to come closer. Then she springs her trap, slamming a button and bringing down a hydraulic press on it, finally crushing it.

The cyborg is destroyed.

Your take on this iconic final scene might mirror this perfectly, or it might be totally different. If the player characters managed to conserve more ammunition, perhaps instead of luring the Terminator into an industrial trap, they can catch it in a coordinated crossfire, driving it into a vat of acidic industrial solvents, for example. All that matters is that it ends now. Exactly how it ends...that's up to you.

OBSTACLES

DIRECTOR'S NOTE: When in the Factory, any Serious failures should lead to blocked pathways, ill-timed explosions (created as per the Manufacturing Explosives rules on page 82) ricochets that hit allies, and any other horror the Director can conceive.

THE TERMINATOR: The Phone Book Killer is a bit busted by this point, but it won't go down. It doesn't know how—it's not in the programming. The damage the Terminator has sustained by this point is likely to be severe, and if it isn't, the player characters are going to need all their wits to inflict enough to bring it down. But that's the purpose of this scene. The Terminator is still a deadly opponent, but in this area, filled with forges, crucibles, crushing machinery, and more, even the Terminator's virtual indestructibility is compromised. That doesn't make it weak, though. And it shouldn't be played as such. It continues with its mission with the same determination as it always has.

FACTORY EQUIPMENT: It might be the means the Terminator is finally destroyed but it's dangerous. Badly handled or damaged and broken by a carelessly-thrown grenade or a shot gone wild, it

is as likely to injure a player character or create a new and dangerous obstacle in their path as it is to hinder the Terminator. Whether this is gouts of flame blocking off one potential retreat or a gantry collapsing onto those below, the Director should be prepared to inflict some punishment, if things go badly wrong!

CHARACTER DEATH: It happens to Kyle Reese. It might happen to anyone. It might even happen to Sarah Connor in this Alternate Timeline. Don't be afraid, as the Director, to push player characters to the edge of death and beyond. For one thing, that is the nature of the Terminator film. People die—horribly. Only Sarah Connor emerges alive. If you want to maintain that tone, be prepared to kill. If the players aren't overly happy about this, remember they can always be brought back in an Alternate Timeline. Be ruthless—not unfair, but ruthless.

ASSETS

See the Obstacle section above. Yes, all those obstacles could just as easily be assets to use against the Terminator.

IT'S ALMOST OVER

The player characters know that things are nearly done. This is their last stand, and that gives them a certain degree of liberty. The Terminator is damaged, and the player characters have the chance to fight back. Let them be ingenious, let them use the factory. If they're reckless or stupid, then the Terminator is going to hurt them, but this is their chance to finish this long, bloody chase for good. There's a lot of options here.

EPILOGUE: THERE'S A STORM COMING

The end of the adventure. The end of the Terminator. You always knew how this ended—with a lone woman, defiantly staring into a future whose dark edges she's beginning to truly understand. But maybe, in this timeline, she's not alone. Maybe Kyle made it, maybe a police officer sees that coming darkness too.

So, what next? Do you continue to explore this alternate timeline you've created? There are many other Terminator Missions you could use to weave your new versions of Sarah, Kyle, and others into. Or you can go your own way, building a campaign out of the plot threads generated here.

Either way, ready yourselves. Skynet isn't finished with you yet!

THE KILLER IN ME

A SCENARIO INSPIRED BY THE GRAPHIC NOVEL: THE ENEMY WITHIN

TIMELINE TAG:

POST-JUDGMENT DAY (circa 2020s-2030s).

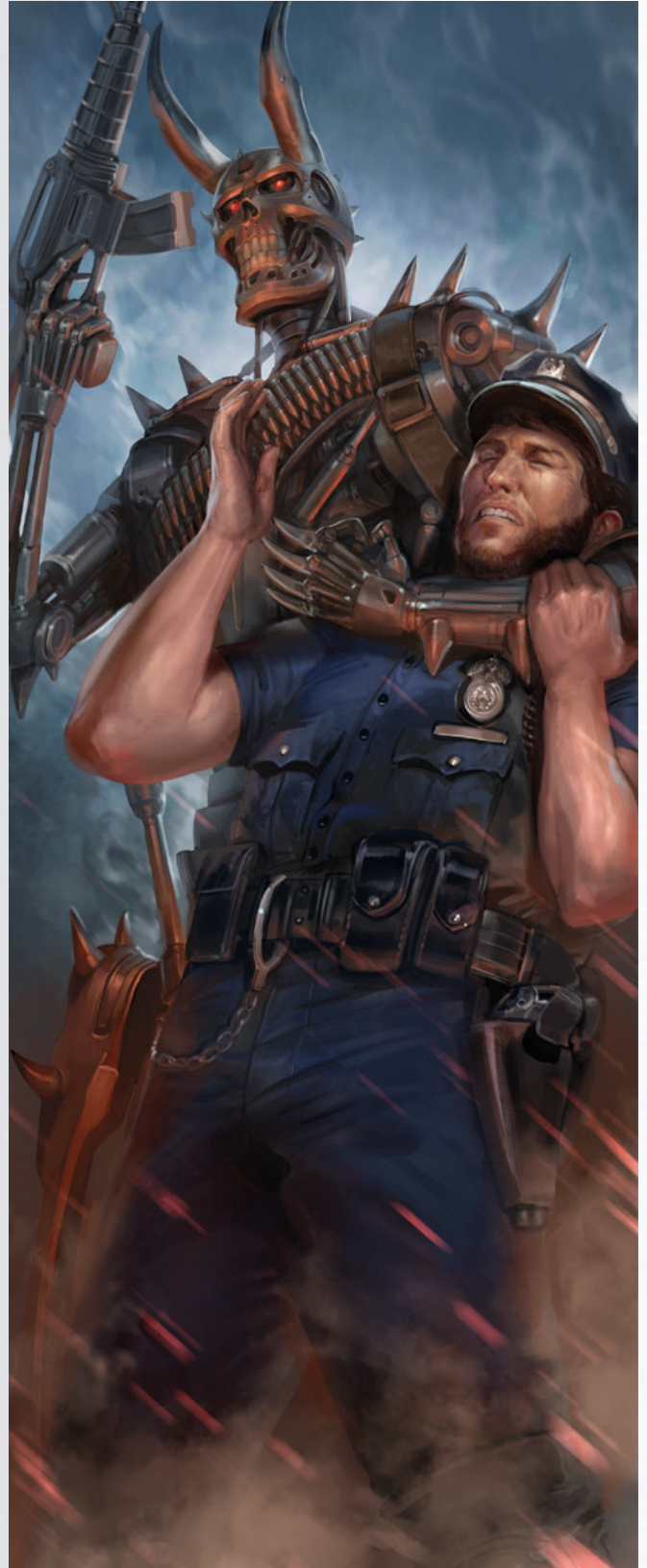
Joey San-Dimas is a dead man. At least, that's what everyone thought, after a routine supply mission four months ago was ambushed by Terminators and all contact with him was lost — but everything changes when a transmission from him is picked up that tells of a bunker of survivors, stocked with enough weapons to break the siege of the Resistance settlement. The PCs are sent on a perilous journey through No Man's Land to obtain the needed weaponry and bring him and the survivors back to the settlement. To do so the PCs must face environmental hazards, and Skynet's forces — only to find that their old friend is no longer quite what he seems and that he has a very different kind of rescue in mind. This scenario offers the opportunity to explore the environment around the PCs' base, and the boundaries that separate machine and human. It is suitable for 3-6 player characters, including at least one PC with hacking skills.

INTRODUCTION

The PCs are attached to the Lompoc settlement—a former federal penitentiary located 150 miles northwest of LA. They are ordered to fight their way not through, but beneath No Man's Land—using a network of sewers that connect to a massive disused water purification plant. There they are to rendezvous with their old friend Joey San-Dimas, who will lead them to a bunker home to a band of survivors and a cache of weapons. The PCs' job is to bring the survivors and weapons back to help defend the settlement.

MISSION BRIEFING

Lompoc Base has been on high alert for some time now as the machines are constantly harassing the base, probing for a way in. Turning back probe after probe has the ammunition running dangerously low, and nerves frazzled. Worse, not being able to forage or resupply has rations so low even rats that haven't been eaten are starving. Colonel Latif, the Base Commander, is an experienced fighter and has all of John Connor's confidence, but despite all that, it's clear that one full-scale assault from the machines and it'd all be over.



ROLL	CONNECTION TO JOEY	MEMORY
1-2	You grew up with him. You always turned to him for strength, help or a shoulder to cry on.	Even when things were at their worst you could count on Joey to help you through it, with a grin on his face and his big yellow dog Baxter at his side.
3-4	Joey was the last one left from the old days, the one who shared your few, fleeting memories of the old world before with.	You were with Joey a decade ago when he found a scrawny puppy struggling to survive. You helped him name the pup Baxter—and that dog has been at his side ever since.
5-7	You're drinking buddies. You've both used booze to push away the nightmares and find a little peace.	At the end of every mission, there was Joey, coming through the door with a grin on his face, a bottle in his hand, and his dog Baxter at his side.
8-10	You shed a lot of blood and kicked a lot of metal asses together.	Cut off from your squad, you were once pinned down in a pile of rubble. T-700s were laying down laser fire close enough to burn off your eyebrows—and there was Joey's dumb smiling face like you were both at a Saturday BBQ. Seeing him take time out from fighting to give Baxter a good belly rub made hell seem not so bleak.

But a message from an old friend believed dead could change everything—he's found weapons, ammo, and supplies that could help the base hold off the coming assault until they can evacuate everyone. Unfortunately, it's a Terminator trap. Joey has been transformed, and PCs just may be next.

This mission is firmly planted in the dark future, so no time travel is required. The PCs are hardened Resistance fighters. It would be best if they are more experienced than green novices, as they have been fighting from a besieged settlement for some time.

YEAH, ABOUT YOUR FRIEND...

Joey San-Dimas is, unfortunately, no longer fully human. Skynet has reworked the mortally wounded Resistance fighter into a Series THETA Hybrid Infiltration Unit (see page 164). Still, he will appear charming, heroic, and charismatic. At appropriate moments, the Director should roleplay Joey becoming briefly unresponsive as he fights his orders from Skynet. He is evasive when asked about how he survived and what he's been doing since — “just lucky, I guess...”.

HOW YOU KNOW JOEY

Each player rolls a Connection To Joey on the following table prior to beginning the mission. The closer Joey is to the player characters, the more agonizing the twist will be. If there are less than three PCs playing at least three memories need to be rolled because they hold great weight later in the mission.

DIRECTOR'S NOTE: Optionally, one of the PCs could have a former romantic entanglement with Joey. As occurs in the original Terminator movie and The Enemy Within, romance can bring tremendous depth to the story, but it's not suitable for everyone. If you opt for including romance when you run this mission, it is a good idea to get consent and discuss the boundaries of your players where romantic and mature content is concerned.

SCENE 1: THE TALKING DEAD

READ OR PARAPHRASE THE FOLLOWING TEXT:

Lompoc Base is in bad shape, and the Resistance will likely not be able to withstand the coming onslaught. Hope though seems to have come from an unlikely source—Joey San-Dimas, your old friend reported MIA and thought dead while on the last supply run before the siege. It seems old Joey isn't dead and he may have just found the salvation you and folks of Lompoc Base are looking for. That is the reason Colonel Latif has summoned all of you.

SCENE SET-UP

Latif tells the PCs that Joey managed to make contact before the machines disrupted the signal. It seems he found a bunker full of survivors—stacked to the ceiling with food, ammo, and ordinance. He managed to transmit a set of coordinates before his message cut out. The PCs are ordered to go outside the wire (i.e. leave the perimeter) and make contact with San-Dimas.

The coordinates are near a pre-war wastewater reclamation plant—and the quickest way there is via the sewer tunnels under the base. The PCs are to follow Joey back to the bunker location and escort the survivors back, along with as much ammo, food, and weaponry as they can carry—or approve the bunker as an exodus point for the settlement to evacuate to.

GEAR UP

The Director should allow the PCs to load up on as much gear and ammo as they can carry. Even though things look grim here, this risk needs to pan out and the PCs need ammo and supplies to get it done. Play it up as an action movie montage. The PCs clear out the nearly empty armory and pantry. Locking and loading as grim, hungry-eyed folks watch them with the smallest inkling of hope.

SCENE 2: MUCK IN

READ OR PARAPHRASE THE FOLLOWING TEXT:

At first light, you get on your gear and grab your weapons. You and your squad gather as the last sparks of a cutting torch break the welds that keep the sewer lid from being opened from below, a pair of worn Resistance fighters use pry bars to move it aside. The scent of human waste wrinkles your nose as you prepare to climb down and make your way into the tunnels below.

The sewers are accessed via an access hatch in the base's former prison yard, and they must squeeze through a narrow gap and climb down a rickety ladder into the tunnel below. The atmosphere is thick and rank, and they must wade through an ankle-deep slurry of semi-liquid sewage as they make their way into the darkness. Though since they have been mostly hunted and eaten, at least there are no rats. The trek through the sewers will take a few hours before the PCs make their rendezvous location.

A CRAPPY SITUATION

An hour after entering the sewers, the tunnel gets deeper (waist-deep for most adult humans). Any PC can make a Difficulty 8 Detect (CONC) Skill Test to spot something moving beneath the sewage. If they succeed they spot a shape coming at the last PC in the group. If they fail, the metal hand of a damaged T-500 Terminator (see page 152) grabs them around the ankle and pulls them under the water. See for T-500 stats. Unarmed, this Terminator has 8 hit points and -1 STR. That PC should make a Difficulty 6 Fear Test. Success on the

Fear Test allows them to act normally, but failure means they inhale a panicky lungful of sewer water (see page 84) and must pass a Difficulty 8 Endurance (STR) Skill Test every round they are grappled or be unable to act.

While the T-500 is submerged, it is concealed (page 69) and hence all rolls to hit are made at a -2 penalty. On a serious failure, the shot hits their grappled ally instead.

If the T-500 is avoided, or either, has lost half its hit points, or killed the PC in its grip, it rises from the sewerage. The machine is covered in muck, malfunctioning, and many of its mechanisms seem to be partially clogged with waste — however, it will wade into close combat until it is destroyed.

SCENE 3: HELLO OLD FRIEND?

After a four hours walk through the twisting sewer tunnels, the PCs approach the water reclamation plant. The tunnel is blocked with a heavy grate from floor to ceiling with a rusty access hatch in its center. The hatch and its hinges are fully rusted in place and can be forced, cut, or at the worst blown open with a little effort.

READ THE FOLLOWING WHEN THE PCS NEAR THE GRATE:

The tunnel widens and the water level drops to only knee-high. The path before you is blocked by a rusty steel grate, beyond the water flows into a large pool crisscrossed with a grated steel walkway. At the far edge of the pool daylight streams in from a propped open door near the top of a set of steel stairs. The light shows enough of the shadowy confines of the treatment chamber that you can just make out a man-sized figure standing in the gloom.

HE LIVES

The shadowy figure is Joey San-Dimas (now a THETA Hybrid armed with an assault rifle). Joey will make himself seen as soon as the PCs make noise or notice him. He's excited and relieved to see them, even helping them pry open the access hatch if need be. Once they are all united, Joey embraces and shakes hands with all of them. He's quick to reiterate the find of weapons, food, and survivors at the bunker, and the need for haste to return. The walk is just under 2km once outside the ruins of the treatment plant.

BREAK TIME OR TIME TO BREAK?

If anyone wants to rest and recover here in the ruins of the plant, Joey advises haste—he evaded a patrol of 800s when he got here and is pretty sure the plant will be crawling with them soon. If the PCs insist on staying, Joey alerts the two T-800s that are concealed just outside the plant as backup. They are armed with a M-25 Phased Plasma Pulse-Gun (page 137).

800 AMBUSH

The T-800s will ambush the PCs at the first opportunity, to better sell his story and drive the PCs towards the bunker. The 800s will fight effectively, but will herd rather than kill. Their main objective is to get the PCs to the bunker without inflicting critical injuries so they can be made into THETA Hybrids and brought online as soon as possible.

DIRECTOR'S NOTE: If the PCs mistrust Joey at this or any point he will do his best to put them at ease—if they ask him questions to test him. Thing is, this is Joey—his memories are intact. He remembers how they met and their shared history. If they ask about the dog that never leaves his side, he says he left Baxter at the bunker to keep him safe from “all the ‘Nators crawlin’ around.” The PCs should be allowed rolls to see if he is lying, but Joey has the skills of a THETA Hybrid (see page 164).

UNDER THE WATCHFUL EYE

Joey will lead PCs through the rubble and ruins of the treatment plant and to a low crossing on the nearby river. Telling them a kilometer into the hills on the other side is where the bunker is hidden. Even though the trek is not long it is seemingly dangerous as an HK-Aerial Mk 7 is lazily sweeping the area (page 147). This should keep the PCs on their toes, though Joey will easily lead the PCs safely into the hill, though go to great pains to make it feel dangerous for them as they go. If the PCs attack the Aerial Mk 7, the two T-800s that are trailing them will attack as soon as the PCs enter the hills. Remember, the 800s will herd the PCs—not kill them.

SCENE 4: CLOSING THE TRAP

In this scene, Joey takes the PCs directly to the bunker and leads them inside.

DIRECTOR'S NOTE: Skynet's forces will do their best not to kill the PCs, but knock out or incapacitate them quickly and efficiently so they may be made into THETA Hybrids. This may give the PCs an advantage when they make a break for it.

THE BUNKER

Set into the hillside and half concealed by some scrubby bushes is indeed a well-worn fortified bunker.

THE DOOR: Joey will do his best to hurry the PCs into the bunker. He'll give some nonsensical knock code on the door before opening and then try to take up a watch position. If possible, Joey hustles the PCs inside before him. (See 'A lot of ifs' below.)

DIRECTOR'S NOTE: If no one thinks to close the doors behind them, Joey will do so, asking them if they were raised in a barn. If the T-800s that were following have not been destroyed they will guard and if necessary quietly lock the door from the outside, making sure no PC gets out without excessive force.

TRACKS: Any PC wary enough to take a good look at the ground around the bunker can attempt a Difficulty 8 Detect (CONC) Skill Test. Success means they notice there is only one set of human footprints (Joey's). There are signs that someone has taken time to try and conceal other markings that just might be Terminator prints.

A LOT OF IFS: If the PCs hesitate, Joey will not argue or tip his hand. He'll simply go first, leading the PCs inside—confident that the two trailing T-800s will secure the door behind them. If the PCs question Joey about the wiped-out tracks, he'll claim the bunker regularly takes precautions to hide activity and keep the place secret. He didn't have time to wipe away his own tracks because of drone activity.

If the PCs won't go in, Joey does. He pushes the issue, insisting what's inside could help save the settlement. If the PCs still won't go in, have the T-800s drive them in, as the bunker is better to cover than some scrubby bushes.

If the T-800s were destroyed prior, the PCs are free to try and head back to base empty-handed, but Joey and the forces of Skynet will pursue them.

THE TUNNEL: Directly through the door is a short descending tunnel. The air is chilled and has the mingled scents of copper and industrial chemicals.

TANK ROOM: The tunnel leads to a massive circular room lit by dim red lighting, the walls lined with glass-fronted tanks. Floating in the upright tanks are unconscious human forms—from small children to grown adults. All the humans in the tanks are beyond saving, have been chemically executed, and are in cold storage, awaiting THETA Hybrid conditioning (see page 164).

THETA ACCESS CHAMBER: In the center of the Tank Room is a circular partition of opaque glass fifteen feet in diameter divides an inner chamber from the rest of the area. Inside this chamber is a THETA Diagnosis and Programming Bay. This can be used to repair and reprogram THETA Hybrid Terminators (see Deprogram Joey).

ASSEMBLY POINT: Accessed from the tunnel opposite of the entrance, the Assembly Point is a hall for a dozen recharge bays. There are a dozen T-600s armed with M-25 40 watt Phased Plasma Pulse Rifles in here, and they will come into play in *A Fate Worse Than Death*. The 600s only operate in Read Only Mode—a potentially exploitable advantage for the PCs (see Power Room and Minor Network Node below). There are six backup bays located here, each holding an additional T-600. They are only activated if Subprocessor A is lost (see *Hacking Joey's Chip*).

POWER ROOM: Beyond the Assembly point is the bunker's generator. Blowing it up will take out the Network Node in the next room. This will require a Difficulty 11 Demolition (CONC) Skill Test with a +1 bonus for every satchel charge used for the task.

MINOR NETWORK NODE: and network computer node. A sliver of Skynet's consciousness, taking out this node means taking out all the Terminators in a 20 kilometer area—including those harassing Lompoc Settlement.

HACKING THE NODE: This node is an EC 13 single node network. A Serious Failure will crash it reducing any progress to 1 and denying further access attempts. Otherwise every point of Progress will delay the Terminators by 15 minutes. An hour would be more than enough time for the Lompoc settlement to gain a momentary upper hand.

THE TRAP SPRUNG

READ OR PARAPHRASE THE FOLLOWING WHEN ANY OF THE PCS HEAD INTO THE BUNKER:

Shadowy figures can be seen moving from an entry tunnel opposite where you entered. As you realize the cool feeling in your gut has nothing to do with the temperature, you see the stiff and broken body of Baxter tossed to the side like garbage. In the gloom, red eyes gleam as the shadowy form proves to be the first of a line of T-600s marching towards you, weapons ready.

The PCs have been betrayed. Joey intends to have them transformed into THETA Hybrids like him—and the 600s are here to see it gets done. There are a few ways this could go down.

DEATH TO JOEY: If the PCs destroy Joey and escape, the Terminators go into salvage mode and try to preserve the lab. The PCs have a chance to escape.

DEPROGRAM JOEY: See below.

JOEY WHO?: If Joey is not deprogrammed and not destroyed and the lab is mostly intact, Joey and the Terminators will try to track down and capture any of the escaped PCs until Joey has been destroyed.

A FATE WORSE THAN DEATH

Of course, if the T-600s manage to subdue the PCs, there's something else in store for them.... Captured PCs will be transformed into THETA Hybrid Terminators and sent back to Lompoc to wreak havoc.

DEPROGRAM JOEY

While unlikely, the PCs may decide they want to save Joey. If they can hold off the 600s, they can attempt this in the THETA Access Chamber (page 223). Whether forced, unconscious, or of his own volition, Joey must be placed in the THETA Diagnosis and Programming Bay and connected to the system.

When Joey is plugged into the THETA Diagnosis and Programming Bay, he gains full control of himself and his actions as long as he remains plugged in. Though as soon as he is plugged in the battle with CPU begins. This is where the PCs must begin the hack.

Joey's remaining brain and memories are hardwired to a Terminator CPU chip (NetSec). The CPU will seek to override Joey's memories; if successful, it will have full control of his body and what's left of Joey's personality will be lost. Each of Joey's memories is represented by a subprocessor. The Director should tie each of the PCs' relationship with one of these processors.

HACKING JOEY'S CHIP

MEMORY ENGRAM	CONNECTION TO JOEY	MEMORY
SUBPROCESSOR A	Six more T-600s are activated in the Assembly Point with the same orders as the previously activated Terminators.	The cooling units on all the holding tanks in the facility are turned off, ruining the human components needed to make more THETAs. This is not a victory, but definitely delays the plans of Skynet.
SUBPROCESSOR B	A distress beacon is activated that will draw three HK-Aerial Mk. 7s to the bunker within 2d10 minutes.	An order is sent out for any Skynet forces outside the bunker within 2 kilometers to go into Standby Mode, thus making a safe perimeter for the PCs.
SUBPROCESSOR C	Joey is fully taken over. His eyes glow red and he is now just another Terminator.	Joey has full control of his faculties and can shut down the base and any Terminator in Read Only Mode. He may also recind the order sent out if the hack of Subprocessor B failed.

DIRECTOR'S NOTE: Joey's Hacking diagram can be found on the following page.

FAILURE: If the CPU overrides and eradicates a Memory, it takes control of the corresponding subprocessor and the following action takes place in the bunker.

SUCCESS: If the PCs hack of the subprocessor is successful ,then the listed benefit is achieved.

EPILOGUE

ENDING THE MISSION: The mission can end in several ways. Read or paraphrase the one that best fits:

IF A PC IS CAPTURED: You're online. Your eyes come into digital focus as an automated servo arm retracts from view. Your eyes go through the optical test of your visual spectrum as a column of wording scrolls up the right side of your sight. The words read as follows. It seems you are headed home.

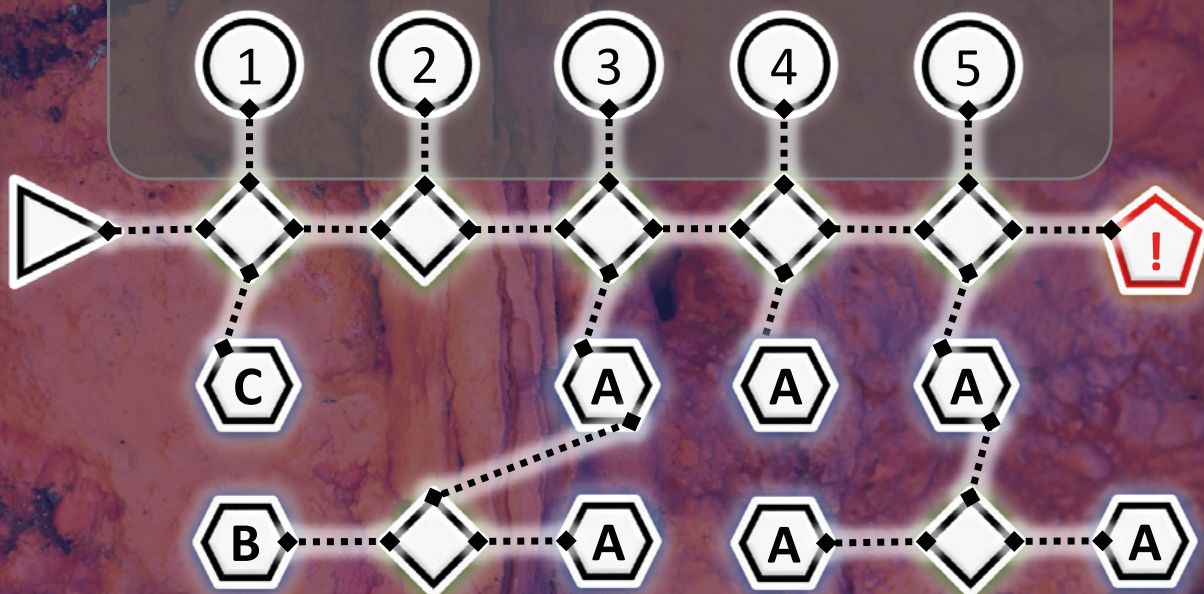
DESTINATION: LOMPOC
SETTLEMENT. INFILTRATE AND
ELIMINATE RESISTANCE BASE
COMMAND.

IF THE PCS DEPROGRAM JOEY: By managing to get your friend back from Skynet's control not only did you survive, but Joey managed to shut down the facility and every Terminator in it. He even put every unit within 10 kilometers on standby mode. The celebration ended once you found out that if Joey were to try and disconnect, everything would come right back online. So in the end you did save your friend from Skynet, but it took blowing up the lab with your friend inside to save your home. What should have been a day of celebration was for you and your friends more akin to wake. Raise a glass to Joey and Baxter.

IF JOEY WAS DESTROYED AND THE SKYNET FACILITY HAS BEEN DESTROYED: The slog back to base was just as grimy as the trip out had been. It will be far easier to wash off the muck than the taste of betrayal. Once you were clear, no Terminators tried to stop you. It seems Skynet was salvaging whatever they could from the ruined facility. Now to add to your misery, you get the job of informing Command that not only did you not get the needed supplies, but Joey was an infiltrator and Skynet seems to have plans to try and make more.

IF JOEY WAS DESTROYED AND THE SKYNET FACILITY REMAINS: The return to Lompoc was eerily machine free—it seems Skynet was more interested in protecting whatever was still in the facility than in coming after your asses. Now to add to your misery, you get the job of informing Command that not only did you not get the needed supplies, but Joey was a mostly-human infiltrator—and Skynet seems to have plans to make more.

JOEY'S MEMORIES



NAME: _____

ROLE:

CHARACTER HISTORY

PLAYER'S NOTES

BODY:

BRAINS:

BRAVADO:

STR:

KNOW:

CHA:

INITIATIVE:

DEX:

CONC:

COOL:

FATE: /

[illegible][illegible]

MOVEMENT	
Closing	
Rushing	

EXPERIENCE POINTS

HIT POINTS /

WILLPOWER

WOUNDS					
Head	[]	Left Arm	[]	Right Arm	[]
Torso	[]	Left Leg	[]	Right Leg	[]
Conditions:					

WEAPONS, ARMOUR & EQUIPMENT			
		ENCUMBRANCE:	

ENCUMBRANCE:

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THE TERMINATOR RPG



“The machines rose from the ashes of the nuclear fire. Their war to exterminate mankind had raged for decades, but the final battle would not be fought in the future. It would be fought here, in our present. Tonight...”

It’s the 2020s. The world is a wasteland—broken by the machines we built. Our own creations, our own hubris. Not in some distant future, but today. Now. The machines think they have won. But there is one last chance for humankind, a secret weapon that Skynet in its infinite calculations could never have anticipated—you.

‘The Terminator RPG’ is the official roleplaying game based on ‘The Terminator’ movie and associated graphic novels published by Dark Horse comics. Featuring Nightfall Games’ S5S system, this core rulebook is a toolbox to help you create your own campaigns or one-shots, including detailed multipage campaign arcs, campaign seeds, mini-missions, weapons, detailed locations, NPCs from the movie and graphic novels, and over thirty Terminator types! Two mission packs are included, enabling you to relive ‘The Terminator’ movie and join the fight to bring down Skynet in a not-so-distant future war.

This core rulebook also serves as a sourcebook for the first Terminator film and its expanded universe. ‘The Terminator RPG’ extrapolates from hardcore existing canon to create a living and breathing world with a multitude of possible and probable timelines.

Play either pre-generated characters or create your own—tailored to your preferences, weapon choices, and role within your team. If your character is killed, a new one can be brought in from the future, past, or present. That new character can be many things—including even an alternate you from a divergent timeline.

The terror and desperation of facing unstoppable cyborgs are yours to bear, but you don’t have to go it alone. Only united with your fellow resistance fighters can you hope to beat the machines and save humankind from extinction.



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