

# MISSION BRIEF

## HUMAN RESISTANCE FORCES

# MISSION ONE - 10:00AM - 11:00AM

LOCATION :

RESISTANCE STRONGHOLD, Southern California.

Scenario Details :

Transmissions have been intercepted from Skynet's communications network giving word that a large attack is soon to commence on the resistance base in South California.

It is highly likely that Skynet will want to target and destroy our cache of weapons and hook up to the resistance uplink located in the HQ to determine the locations of the other Resistance pockets across the globe.

For every minute that a Machine manages to stay connected to the Resistance Network, valuable information will be lost.

If Machines manage to blow up the ammo dump, this will cause a serious depletion of resources for the uprising.

Remember... Every machine killed is another one they have to produce. The more killed the better.

## Objectives

- # - The HQ located in the Church must be defended at all costs.
- # - Equally important is the Ammunitions Dump located nearby which also needs to be protected.
- # - Kill as many terminators as possible.

## Scoring

100 Points will be gained for the team which has a flag raised on the HQ at 10 minute intervals from game on.

1 Point will also be awarded for the elimination of a Terminator.

Scattered around the field are Terminator Memory Banks (hard drives) and Resistance Information Chips (circuit boards) lost in previous battles. These need to be retained as valuable artefacts.

## **MISSION TWO - 11:30AM - 12:30PM**

LOCATION :

Skynet West Coast Command Centre

## Scenario Details :

The Resistance has learned that Skynet sent a large percentage of its force to the attack on the LA Resistance HQ.

Skynets defences are now at a minimum since the machines do not expect a counter attack after the previous assault.

We will be mounting a large scale offensive onto Skynet.

Our primary mission will be to infiltrate the Main Computer Network (MCN), and hack into the T-Series Programming System. With the knowledge extracted from the system, we will have more of a hope at disabling the Machines.

Skynet also has an Auxiliary Defence Network located nearby the MCN. Taking this down will enable a much easier attack, by disabling parts of the defence system protecting the MCN.

The only way to destroy this building will be to insert a red demolition charge (red smoke) into the vent pipe leading to the underground reactor. The

detonation should trigger a chain reaction and destroy the whole network.

Remember again... Every machine killed is another one they have to produce. The more killed the better.

## Objectives

# - Skynet's Main Computer Network needs to be accessed and the system hacked.

# - The Auxiliary Defence Network needs to be destroyed.

# - Kill as many terminators as possible.

## Scoring

**100 Points** will be gained for the team which has a flag raised on the MCN at 10 minute intervals from game on.

**1 Point** will also be awarded for the elimination of a Terminator.

250 Points will be awarded for the Demolition of the Auxiliary Defence Network.

Scattered around the field are Terminator Memory Banks (hard drives) and Resistance Information Chips (circuit boards) lost in previous battles. These need to be retained as valuable artifacts.

## **MISSION THREE - 13:30PM - 16:30PM**

LOCATION :

The Ruins of Downtown Los Angeles

Scenario Details :

We have intercepted Skynet Communications that the various uplink stations located around the ruins of LA are undergoing a routine maintenance period. This leaves them vulnerable to access. If we can hack into

the system from these points, we can gain valuable information from the network.

We have also had an unexplained transmission that suggests that Sarah Connor will be arriving through a time portal at some point from the future. The message informs us that she will be carrying with her valuable information on the future technology operated by Skynet. Her protection is paramount.

Since her location of return is unknown, we have drafted in the use of the Specialised Infiltration Team, Headed up by Kyle Reese. This highly skilled squad has the ability to transport vast distances using a mix of time-travel and particle acceleration technology.

Once the location of Sarah Connor has been identified, the S.I.T will extract her from the field. The S.I.T will also be available for the duration of the mission, should we need their services.

We have intercepted a Skynet Transmission that a T-X is coming through time from the past. No doubt this machine will be carrying valuable information that Skynet needs. This machine needs to be stopped.

### Objectives

# - Skynet's Computer Systems located around LA need to be taken and hacked to retrieve any information that can be accessed.

# - Sarah Connor needs to be extracted alive with the vital information she carries. If she is eliminated, the information still needs to get to HQ.

# - The T-X needs to be stopped before it reaches the safety of Skynet's front line.

## Scoring

**100 Points** will be gained for a flag raised on each of the stations located around the field. Scoring periods are every 10 minutes from game on.

**250 Points** will be awarded for the safe return of Sarah Connor to the Resistance re-spawn.

Scattered around the field are Terminator Memory Banks (hard drives) and Resistance Information Chips (circuit boards) lost in previous battles. These need to be retained as valuable artefacts.

**No Points** will be awarded for the elimination of a Terminator.

## MISSION FOUR - 15:30PM - 16:30PM

LOCATION :

The Ruins of Downtown Los Angeles

Scenario Details :

A previously unknown structure has been discovered in Downtown LA.

It has been revealed as a Time Portal machine, constructed by Skynet for the task of travelling to the past to aid in its battle against the humans.

Control of this time portal could enable us to win the war in the past. All resistance fighters are to attempt to make it through the time portal into the past.

All artefacts collected throughout the day also need to be taken into the past to aid the war.

Sarah Connor, if still alive, also needs to take her retrieved information into the past.

## Objectives

# - Collected artefacts need to be taken through the time portal.

# - Sarah Connor needs to travel through the time portal with her information.

# - Players need to travel through the time portal.

## Scoring

**1 Point** will be awarded for the passing of a live player through the portal.

**10 Points** will be gained for the delivery of a computer chip through the time portal.

**20 Points** will be gained for the delivery of a hard drive through the time portal.

**50 Points** will be awarded for the passing of Sarah Connor (live) through the time portal with her artefact.

**50 Points** will also be awarded for the passing of John Connor and Kyle Reese (live) through the time portal.

# SPECIAL GAME

## RULES / DETAILS

All Games -

### Infiltration Units

Both sides have an infiltration unit. This unit has the ability to travel anywhere on the field, up to 5 times during the period of the day.

The squads will be kept hidden on reinsertion as much as possible, but pending the requested location, stealth may not be an option.

The unit will be lead into position by a marshal wielding a white flag. Until the flag drops, the players are not in play.

Once the flag is dropped, all players are in game, and are then treated as normal players.

## Artefacts

You must be LIVE to pick up an artefact. But once you have it, you do not have to drop it if eliminated. It can be handed to your commander, or kept on your person.

It can also be taken into the safe zone and brought back in game at your choice of time.

## GAME SPECIFIC

### Game 1

There will be no Medics in this part of the game. Eliminated players need to re-spawn at the re-spawn point on the field and have their kill counted by the marshal.

### Game 2

Again here will be no Medics in this part of the game. Eliminated players again need to re-spawn at the re-spawn point on the field and have their kill counted by the marshal.

The Ammo Dumps and Auxiliary Defence Network can only be destroyed by an issued "Demo" smoke. These smokes will be issued to the commander at the start of the game.

### Game 3

Medics will be operating in this game. Please see the Players Pack for Medic Details.

Kills DO NOT count in this game.

### Infiltration Characters -

The two infiltration characters (Sarah Connor and the T-1000) have multiple lives upon insertion into the field.

Each character has 3 Lives. Upon being eliminated, the marshal will wipe your hit, and then call them back into the game. Once they are eliminated for the final time, they will drop their artefact and proceed to the nearest re-spawn.

They will be inserted with their extraction units, of whom only have one life.

### Game 4

Players passing through the game must be live unless carrying an artefact.

Any player can travel dead or alive through the portal with an artefact to gain points.