

MISSION BRIEF

SKYNET

FORCES

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

LOCATION :

RESISTANCE STRONGHOLD, Southern California.

Scenario Details :

We have intercepted communications between the humans HQ stations around the globe and ascertained the location of the West Coast Headquarters.

We will be mounting an attack on this headquarters.

Primary objective is to connect to the Resistance Uplink located in the HQ itself. With this we can gain the locations of the other Resistance pockets around the globe.

The Humans also have a storage dump nearby, containing large stockpiles of weapons and ammunition. This must be destroyed.

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... Every human killed is increasing the probability of the completion of the eradication of the human race.

Objectives

- The HQ located in the Church must be captured and held.

- The Ammunitions Dump located nearby needs to be destroyed.

- Kill as many Humans 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 Human.

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 :

Our defences are now at a minimum at the West Coast installation, after the attack on the human stronghold.

We do not expect a retaliation attack from the humans, but since logic and reason is overpowered by emotion of the humans, it is still likely.

It is highly likely that the Humans will want to connect and hack into our Main Computer Network (MCN) and attempt to download valuable information from the servers. This cannot be allowed to happen.

The Auxiliary Defence Network has also been noted to be of considerable importance to the humans attack, and its location makes it vulnerable to assault. This must also be protected.

Remember again... Every human killed is increasing the probability of the completion of the eradication of the human race.

Objectives

- Skynet's Main Computer Network needs to be protected at all costs.

- The Auxiliary Defence Network needs to be protected.

- Kill as many Humans 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 Human.

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 Resistance Communications that they intend to mount an assault on the various uplink stations located around the ruins of LA that are undergoing a routine maintenance period. They

undoubtedly intend to hack into the system to retrieve valuable information.

We have received word that the TX will be arriving through time at some point, from the past. It will be carrying vital information to our success in this conflict.

Since the TX's location of return is unknown, we have drafted in the use of the Specialised Infiltration Units, Headed up by the T-1000 robot. 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 the TX has been identified, the S.I.U will extract it from the field. The S.I.U will also be available for the duration of the mission, should we need their services.

We have intercepted a Resistance Transmission that Sarah Connor is coming through time from the future. No doubt this human will be carrying valuable information that the resistance needs. She needs to be stopped.

Objectives

- Skynet's Computer Systems located around LA need to be defended to prevent the retrieval of any

information that can be accessed, and to ensure that the maintenance is carried out.

- The T-X needs to be extracted alive with the vital information it carries. If it is eliminated, the information still needs to get to Skynet.

- Sarah Connor needs to be stopped before she reaches the safety of the resistance'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 the T-X 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 Human.

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

LOCATION :

The Ruins of Downtown Los Angeles

Scenario Details :

The Humans have discovered our Time-Travel Portal Machine, located in the region.

There is an 87.3% probability that they will attempt to access the machine and use it to travel into the past in order to aid their fight previous to this date.

Control of this time portal could enable them to win the war in the past. All machines are to attempt to make it through the time portal into the past to counter this problem.

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

The TX, if still alive, also needs to take its retrieved information into the past for analysis.

Objectives

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

- The T-X 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 the T-X (live) through the time portal with its artefact.

50 Points will also be awarded for the passing of the T-800 and the T-1000 (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.