

Introduction

Terminator™: The Board Game is an asymmetrical strategy game played across two boards: one in 1984 and one in 2029. One player takes control of all of Skynet's forces: Hunter-Killer machines, Terminator™ cyborgs, and new robots based on classic 80s aesthetic. The rest of the players take the role of the human resistance, each controlling one iconic character and sharing control of the 2029 Resistance as they struggle against the impossible odds of the machine uprising, while attempting to prevent the rise of Skynet.

Notes about the Kickstarter Print and Play:

The full game has a lot of cards and components. In the interest of creating a demo version of the game that you can print and assemble quickly, we have made the following changes:

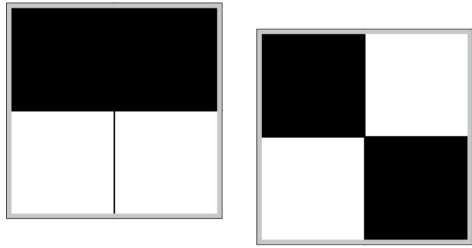
- Limited to the 2-3 player game; only Sarah, Kyle, and the Terminator™ are included.
- The demo has all the decks of cards, but they are smaller. We chose cards that are a good representative sample of what each character is capable of.
- Instead of giving you lots of tiles to cut out, we've placed the location tiles on the 1984 board, and the obstacle tiles on the 2029 board for you. All you need to is print the boards and tape them together, and can ignore those setup instructions.
- You'll have to supply a couple of your own six-sided dice.

Components List (Core Game)

<p>Boards & Tiles:</p> <ul style="list-style-type: none">• Game Board x2 (each 22" square, 4 fold)• Obstacle Tiles x8 (2 sets of 4)• Location Hexes x12• Time Lab Token x1 <p>Miniatures x34</p> <ul style="list-style-type: none">• Sarah Connor, x1• Kyle Reese, x1• Ed Traxler x1• John Connor x1• T-800, 1984 (Arnold) x1• Resistance Soldier x 8• Resistance Heavy (Bazooka) x4• T-800, 2029 (Endoskeleton) x 6• Stinger x6• HK-Tank x 1 (massive 3x4" base)• Police Officers x 4	<p>Tokens:</p> <ul style="list-style-type: none">• Resource Tokens x30• Exhausted Tokens x24• Mission Tokens x8 (2 sets of 4)• Victory Track Token x2• Damage Tokens x8 (double-sided, 1 and 2 damage)• Dice x2 <p>Cards x210</p> <ul style="list-style-type: none">• Action Cards x140 (20 x4 Resistance characters, 60 for Skynet)• Statcards x11 (1/unit)• Resource Cache Cards x20• Location Randomizers x12 (1/hex)• Mission Cards x20• Core Mission Cards x2• Reference Cards x5
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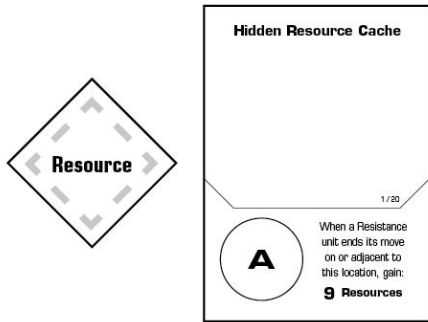
Components Breakdown

	<p>Game Board The play area consists of three major sections, spread across two folding game boards: a map of Los Angeles 1984 with a victory & mission track, and a map of Los Angeles 2029.</p> <p>Los Angeles 1984: Contains a grid of 12 location hexes (diecut), which are populated with location tiles. Each location has a name, and a location letter, which identifies a corresponding area on the future board, used for Resource Caches and the results of mission cards. Each location is connected to other locations by lines. Some lines have arrows which indicate the patrol route used by Neutral police units.</p> <p>Los Angeles 2029: Is a square grid with Skynet Mainframe & Factories, Resistance Base & Outposts, Resource Cache locations, and terrain obstacles. Two corners of this board also have Resource Pools, where available resources are placed.</p> <p>The Victory Track is used to track mission outcomes, and each faction's progress toward winning the game: securing (or preventing) the rise of Skynet. The Mission Track beside it is used to keep track of how long each mission card has been in play.</p>
	<p>Location Hexes (12) These 4" hex tiles are used to populate the 1984 board with a random layout of locations each game. This is where 1984 characters move, attack and interact with missions.</p>



Obstacle Tiles (2 sets of 4)

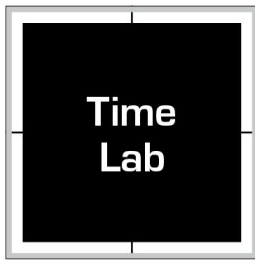
These 2x2" tokens are placed on terrain areas of the 2029 board to alter its layout and provide cover for units. Each team has a set of 4 tiles.



Resource Caches & Tokens

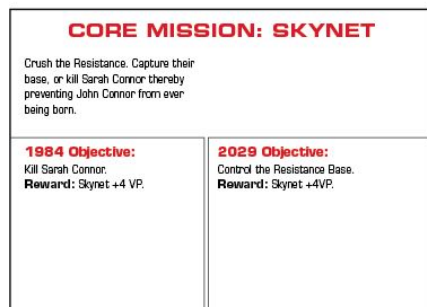
Resource Caches represent weapons and supplies hidden in by characters in 1984 that can be recovered by the resistance in 2029, if they can reach the corresponding location coordinates. The Resistance players use a set of Resource Cache cards to keep these coordinates secret from the Skynet player, until the cache is retrieved.

Resource Tokens represent the ability of each faction in 2029 to create or train and deploy units to battle. Without resources, a faction cannot deploy new units to the battlefield in 2029.

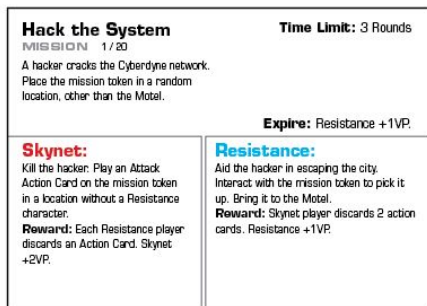


Time Lab Token (1)

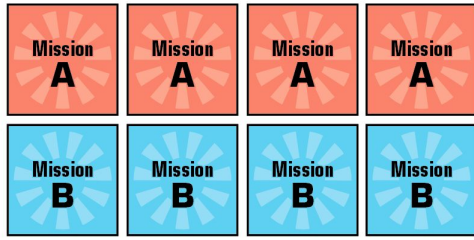
Some missions in the game place this token on the 2029 board. This represents the forces discovering a time lab, capable of sending a single unit back in time to the 1984 board.



Each faction has a **Core Mission Card**, which outlines major objectives that do not expire over time. These missions have the largest impact on the timeline, and are worth more points than those in the mission deck.



Cards from the **Mission Deck** add objectives to the 1984 board for both teams as the game progresses, providing opportunities to affect the 2029 board and affect the Victory track. Each of these cards has a location, a **Skynet Objective**, a **Resistance Objective**, and an **Expire** effect, which specifies what happens if neither side completes the mission in time.



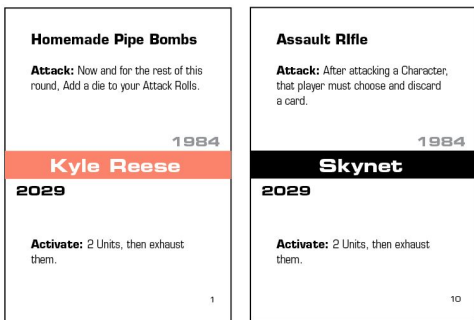
Mission Tokens (2 sets of 4)

Each mission card on the track uses a set of matching tokens (red or blue), to mark where objectives such as items and characters appear on the 1984 board.



Victory Track Tokens

These tokens mark the current score for each faction on the Victory Track.



Action Card Decks

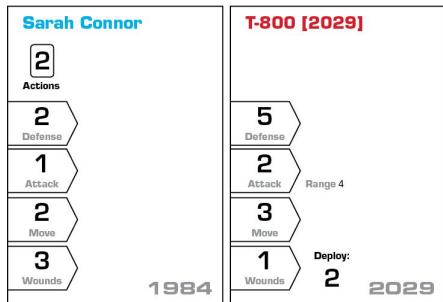
There are five decks of **Action Cards**; One for the Skynet player and one for each character: Sarah Connor, Kyle Reese, Lt. Traxler, John Connor. Each player uses a hand of Action Cards from their deck to augment their character's abilities, either by providing bonuses to basic actions, or allowing special actions.

Each Action cards has two sections:

The top section provides actions for a specific character.

The bottom section provides actions for units in 2029.

Basic actions, such as movement, attacking and interacting with missions can be done using any card, but these actions are less powerful.



Statcards

Each Character and Unit in the game has a Statcard, which lists the values used for their actions, such as attack, range, defense, movement, and in the case of the 2029 units, their deploy or develop cost.

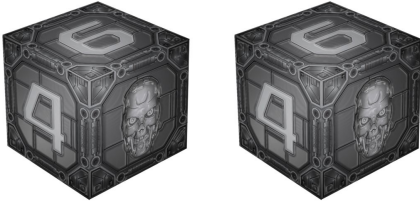


Damage Tokens

Heroes and more powerful Skynet units can take several hits before they are defeated. Track their condition by placing damage Tokens on their character stat cards.

Exhausted Tokens

These tokens are assigned by Action Cards to mark which units on the 2029 board have been used each round.

	<p>Reference Cards (5) Double-sided player reference card, with Action reference on one side and round phases on the back.</p>
	<p>Dice (2) Combat between characters is resolved using one or more six-sided dice. Dice are also used to resolve the effects of some mission cards.</p>
<p>(Miniatures)</p>	<p>Miniatures (34) Figures in Terminator™ are classified in two sizes: Large and Small. Small figures are those that occupy 1 square on the 2029 board, while Large figures such as the HK Tank occupy more than one square. Large figures have unique movement rules.</p>

Setup

Determine Teams:

Terminator™ is a competitive game for two teams: the Machines (Skynet) and the Humans (The Resistance). One player always controls Skynet. Each of the remaining players control one of the heroes: Sarah Connor, Kyle Reese, John Connor and Lt. Ed Traxler. Depending on the number of players, only specific heroes are available as follows:

	P1	P2	P3	P4	P5
2 players	Sarah, Kyle	Skynet			
3 players	Sarah	Kyle	Skynet		
4 players	Sarah	Kyle	John OR Traxler	Skynet	
5 players	Sarah	Kyle	John	Traxler	Skynet

Note: in the 2-player game, the human player controls both Sarah and Kyle.

Set up the Board:

1. Unfold both gameboards and place them side-by-side in the middle of the table, so that the victory track is between the two gridded areas (as shown), and there is a gap between the two boards to lay out the mission cards.
2. Place 2029 starting units:
 - a. One T-800 and Stinger at each Skynet location.
 - b. Two Resistance Soldiers and one Resistance Heavy at each Resistance location.
 - c. Place the statcards for each of these units beside the 2029 board.
3. Place 2029 resources:
 - a. Skynet starts with 4 Resources in their 2029 pool.

- b. Resistance starts with 4 Resources in their 2029 pool.
 - c. Place all the remaining resource tokens beside the 2029 board.
4. Place 2029 Obstacles
 - a. Each team takes a set of 4 obstacle tiles, and starting with the Skynet player, alternates placing them one at a time on the 2029 board. Each obstacle tile must cover up one of the terrain markings on the 2029 board, but cannot cover a resource cache location.
5. Place 12 location hexes on 1984 board:
 - a. If you have more than 12 locations, perform these steps to make a set of 12:
 - Find and set aside the 6 required locations:
Cyberdyne HQ, Factory, Police Station, Apartments, Back Alley, Observatory.
 - Shuffle the remaining location and randomly choose 6, combining them with the 6 required locations. Return the remaining location hexes to the box.
 - b. Shuffle the set of 12 location hexes, and randomly assign them to the 12 hex-shaped holes on the 1984 board. Put each location hex face-up.
6. Set up Missions
 - a. Place the Skynet and Resistance Core Mission cards beside the spots marked on the 1984 board.
 - b. Shuffle the mission deck and draw two missions, one at a time. For each mission, assign it a coloured mission token and place the matching mission token(s) where indicated.
7. Give the Skynet player:
 - a. T-800 [1984] statcard and miniature.
 - b. Skynet Action Deck.
8. Give each Resistance player the following:
 - a. Character Statcard
 - b. Action Deck
 - c. Character Miniature
 - d. Reference Card
9. Place all characters on their starting locations:
 - T-800 (1984): 1984, Observatory
 - Sarah Connor: 1984, Apartments
 - Kyle Reese: 1984, Back Alley
 - Lt. Ed Traxler: 1984, Police Station
 - John Connor: 2029 board, in any square of the Resistance Base
 - Randomly choose two locations, and place a Cop in each
10. Each player shuffles their Action deck. Each Resistance character draws a starting hand of 4 cards. The Skynet player draws a hand of 6 cards.
11. On the first round of the game, Skynet wins the Initiative phase, so the Action Phase begins with the Skynet player. On later rounds, follow the Initiative phase rules.

Gameplay

Objectives

The Skynet player wins by advancing their victory track to +7. This represents securing the rise of Skynet and the dominance of the Machines.	The Resistance player(s) win by advancing their victory track to +7. This represents preventing (or delaying) the rise of Skynet.
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In addition to completing the cards from the mission deck to advance the Victory Track, both sides have a Core Mission card, with objectives that can dramatically alter their chances of winning the game.

Rounds/Turns/Phases

The game is played over a series of rounds until one team wins the game, either by moving their victory track to +7. During each round, the following four phases occur in order:

1. Initiative Phase
2. Action Phase
3. Deploy Phase
4. Control Phase
5. Refresh Phase

1. Initiative Phase

The faction with fewer points on the victory track chooses which team goes first. When the victory tracks are tied, (such as the first round, when both tracks are at 0), the Skynet player automatically goes first.

Variant Rule: You may choose to use a coin flip to determine which team goes first each round.
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2. Action Phase

This is where the majority of the game takes place. When it is a team's turn to play, those players must choose a character to play an action card. Once that character has played an action, the opposing team chooses one of their characters to play an action.

This process continues until all Resistance players have played a number of actions equal to their Action Limit (2), and Skynet has played 2 cards per Resistance player.

Skynet's Turn:

At the start of each of Skynet's turns, that player draws 1 action card.

Action Limit:

Each round, each Resistance character must play a total of 2 action cards. These can be card actions or basic actions, for either 1984 characters or 2029 units, but no resistance character can exceed their action limit. This forces the Resistance players to carefully consider who should do what, and how they should split their total actions between each board.

In contrast, Skynet plays as many cards in total as the Resistance team each round, but only the Terminator™ has an Action Limit (and it's much higher). The remainder of Skynet's cards can be played for their 2029 effects.

Examples:

If there are 3 Resistance characters, Skynet will perform 6 actions in total. Up to 4 of these can be played for the 1984 Terminator, because its action limit is 4, and the rest must be used as 2029 actions. Alternatively, Skynet could use up to 6 actions to activate 2029 units, because there is no action limit for generic 2029 units.

In a 2-player game, the Resistance player performs 2 actions for Sarah, 2 for Kyle, and the Skynet player performs 4 actions in total.

No Cards in Hand:

It is possible to have no cards in your hand before you have reached your action limit for a round. This can happen as a result of discarding Defend cards, or discarding cards by other effects. If a Resistance player has no cards in hand when it is their team's turn to play an action, they cannot participate that turn. If no Resistance players have cards in hand, the Resistance team does nothing and play continues with Skynet.

Exhausted Tokens (2029 Units):

Each unit on the 2029 board can only be Activated once per round. Mark units that have activated with an Exhausted Token. Exhausted units may still perform Move or Attack actions if permitted by the effects of Action Cards, and there are several Action Cards in the game that explicitly allow exhausted units to Activate anyway.

Each action card for a 1984 character can be played beside the character statcard in one of three ways. Unless the card says otherwise, or is discarded after play, it counts toward that character's Action Limit.

- 1. Use the 1984 Action (top half):**

Place the card face-up beside your character statcard and resolve the action described.

- 2. Use the 2029 Action (bottom half):**

Place the card face-up beside your character statcard and resolve the action described. If the Skynet player is affecting basic units, such as with the Activate action, simply place the card beside the 2029 board (forming a pile for additional actions as they are played).

- 3. Perform a basic action:**

Place the card face-down beside your character statcard to do one of the following:

- a. Move (1984)

- b. Attack (1984)
- c. Interact (1984)
- d. Gain 1 Resource (2029)
- e. Activate 1 Unit, then exhaust it (2029)
- f. Repair (1984, Skynet only)

Types of Actions:

Activate:

This Action allows the listed number of non-exhausted units to perform both a Move Action and an Attack Action in any order. Both parts of this Action are optional; a unit may choose to only move or only attack when it Activates. Most 2029 units are Exhausted after activating. See below:

Movement (1984): Move this character up to a number of locations listed on this card, or on their character statcard, as directed. Each point of movement is between two hexagon location tiles, connected by lines.

Movement (2029): Move each character listed a number of spaces equal to the movement value on this card, or their statcard(s) as directed. Each point of movement is between two orthogonal squares, though characters may spend 2 movement points at a time to move diagonally.

Obstructions:

Obstructed squares are outlined in red. These areas block movement and line of sight; they cannot be moved into and cannot contain units. Units belonging to the opposing faction are also considered obstructions. However, you can move diagonally between two squares that contain obstructions or enemy units.

Deployment Areas:

These are named, shaded areas containing 4 or 9 squares. They are not obstructions, and do not provide cover from attacks. Units of either faction may enter any deployment area normally, and must do so to take control of enemy deployment areas (see *Control Phase*).

Friendly Units:

You may move through squares containing friendly units but may not end your movement there. Only one unit can occupy each square.

Flying units and Obstructions (the Stinger):

This unit ignores enemy units and obstructed squares while moving, but cannot end its movement on an obstructed square.

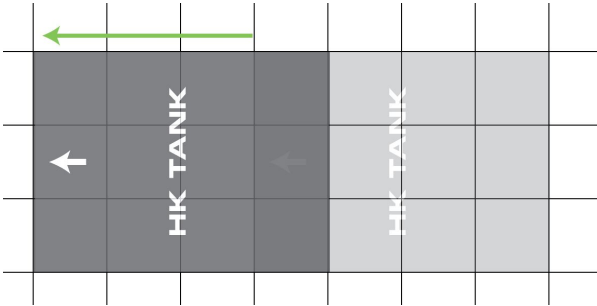
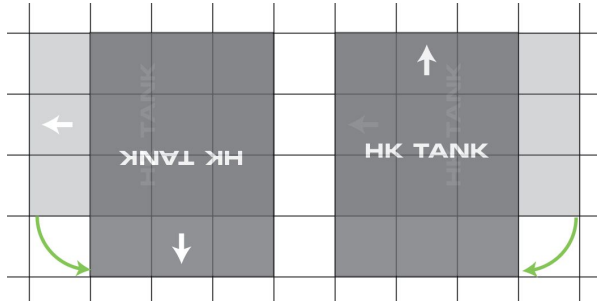
Collecting Resource Caches:

If a Resistance unit ends its movement on or adjacent to a square that matches the location shown on one of the Resistance's Resource Cache cards, they may reveal the Resource

Cache. Gain the number of resources listed on the card and then discard it. Skynet units do not interact with Resource Caches.

Moving Large Units (HK-Tank):

All units that occupy more than one square are considered Large units, and each has special movement rules:

HK Tank When this unit moves, it may only move forward (in the direction of the arrow) or backward. In order to rotate, choose one 3x3 square area of its base, and rotate the rest of the model around that point. Due to its sheer mass, the HK Tank may also ignore obstacles (but not enemy units) while moving: it may move through obstacle squares and end its movement overlapping them.	
Movement Example 	Rotation Examples 

Attack (1984)

Make an attack against a target in your location; follow the steps below:

1. Choose a target
2. Roll a number of dice equal to your character's Attack rating. If the Action card provides any rerolls or bonuses to the results, apply them.
3. Compare each die rolled to the target's defense.
 - a. For each die that is equal to or greater the target's defense, deal the target one damage.
 - b. If the target suffers more damage than it has wounds, it is defeated and its miniature is removed from the board. If the target has multiple wounds, place 1 damage token on its statcard for each damage suffered.

T-800 (1984) Damage:

In 1984, the T-800 suffers damage differently than heroes and other units. For each point of damage suffered, the Skynet player must take the top card of their action deck and tuck it underneath the T-800's statcard, face-down. Each card tucked this way counts toward the T-800's action limit. These cards can be removed using the Repair action on the T-800's statcard.

Attack (2029)

Resolving attacks on the 2029 board is a little more complex. following the steps below:

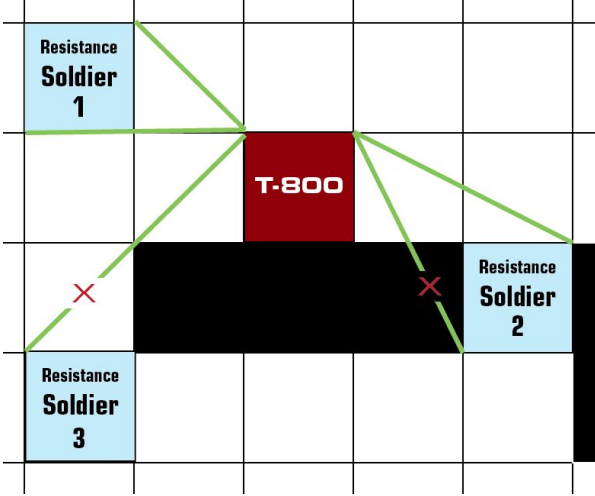
1. You can roll a total number of dice equal to the unit's Attack stat during this action. They may all be rolled against 1 target, or divided among multiple targets.
2. Choose a target for each of your attack dice. The target must:
 - i. Be within the **Range** listed on the Attack action or your statcard.
 - ii. Be within **Line of Sight** (see below)
3. Roll the dice. If the Action card provides any rerolls or bonuses to the results, apply them.
4. Compare the result of each die to its target's defense.
 - a. If the target has **Cover** (see below), increase its defense by 1 (maximum 6 Def).
 - b. For each die that is equal to or greater the target's defense, deal the target one damage.
 - c. If the target suffers more damage than it has wounds, it is defeated and its miniature is removed from the board. If the target has multiple wounds, place 1 damage token on its statcard for each damage suffered.

Line of Sight and Cover:

A unit has line of sight to its target if it can draw an imaginary line from any corner of its square to at least one corner of the target's square, without that line crossing an obstruction (including an enemy unit). Lines that nick a corner of an obstructed square, or run parallel to an obstructed square do not count.

If the unit can draw a line to each of the four corners of the target's square without crossing an obstruction, the target does not have cover. Targets in adjacent squares (that share an edge or corner) never have cover.

Line of Sight Examples:

	<p>The T-800 has line of sight to both soldiers 1 and 2 because a line can be drawn from 1 corner of its square to at least 1 corner of each soldier. No line can be drawn to soldier 3.</p> <p>If the T-800 attacks Soldier 2, Soldier 2 will have cover from the attack because lines to at least one corner of its square cross an obstacle.</p> <p>However, if Soldier 2 were to attack the T-800, it would be able to draw a line from the top right corner of its square to all four corners of the T-800's square, and the T-800 would not have cover.</p>
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Interact (1984):

Characters use this action to complete objectives on some mission cards if they are in the appropriate location. Refer to the mission card to determine the effect of this action.

Defend:

These cards are not played as Actions, and do not count toward a Character's Action limit. Instead, they are discarded in response to an Attack action, usually to cancel it. Only one Defend card can be discarded per attack. Most Defend effects also provide additional benefits.

Timing of Attack and Defend Effects:

There are two main times when Defend cards can be discarded: "When attacked" and "After attacking/being attacked". The timing sequence for playing a Defend card is:

1. Attacker plays an Attack card.
2. Defender may discard a card with "when attacked" text to respond.
3. Resolve effects on the Defend card. Then, if it does not cancel the attack, resolve any die rolls from the attack and other effects on the Attack card.
4. Defender may discard a card with "after being attacked" and resolve its effect.
5. Defender takes Damage/Wounds.
6. Attacker resolves any "After attacking" text on their attack card.
7. Cops trigger ("After an attack card is played, even if it is cancelled").

Gain Resources (2029):

This action adds resources to your Resource Pool. When performed as a Basic Action, you gain 1 resource.

Deploy (2029):

Choose one or more units from your faction's supply and place them on this card. For each unit placed, you must also move resources from your faction's 2029 resource pool to this card equal to its deploy cost, if it has one. These units will be added to the board during the Deploy Phase, in the location listed on this action.

Develop (2029, Skynet only):

Skynet's most powerful units, such as the massive HK Tank, do not have a Deploy cost and cannot be deployed using the Deploy action. Instead, these units must have resources assigned to their statcards using the Develop action. When a unit has assigned resources equal to its Develop cost, it is immediately deployed to the Skynet Mainframe.

Rest (Resistance):

The Rest action only appears on cards (it is not a basic action). Rest action cards allow a Resistance character to remove damage tokens from their statcard, or the statcard of another character in the same location, as instructed by the card's text.

Repair (1984, Skynet only):

As a basic action, the Terminator can choose 1 card tucked under its statcard as damage and discard it. Once the damage card is discarded, it no longer counts toward the Terminator's Action Limit for the round.

Example: The Terminator has 3 damage, which means it has an Action Limit of 1. The Skynet player plays a card face down as a basic Repair action to discard a damage card, thereby

increasing its Action Limit to 2. If desired, the Skynet player could continue playing actions on their turns this way to fully restore the Terminator to undamaged condition.

Skynet also has Repair action cards, which allow the 1984 Terminator (or 2029 units) to repair more than 1 damage at a time.

Missions (1984):

After performing an action, check each mission's win conditions. If any of them have been met, resolve the Reward effect on the mission card and modify the victory track as directed. All missions add victory points to the Skynet or Resistance Victory Track. Most missions also have a secondary effect, such as additional resources, cards, or units.

Drawing & Placing Missions:

There are always two missions from the Mission Deck available. Whenever a mission **Expires** (moves from the 1 Round space on the board), perform the following steps:

1. Draw a new mission from the deck
2. Read its name and description aloud for all players.
3. Place it on the mission track, in the space matching its Time Limit text.
4. Assign it a token from one of the two sets of mission tokens, and use the matching mission tokens to mark any locations indicated on the 1984 board. If the mission calls for random locations, draw a Location card for each.

Mission Expire Effects:

Whenever a mission expires, check its Expire text and apply any effects. Many missions award victory points if one side can prevent the opposition from fulfilling their objective.

Types of Mission Objectives:

Missions require characters to do a variety of things, but share many common rules:

“Interact with the Mission token to pick it up”.

A character must perform the basic Interact action in the same location as the mission token. When they do, move the mission token from the location to the character's statcard. This usually represents carrying an item, or escorting a person.

If your character is carrying a mission token on their statcard when they suffer a wound (or are killed), place the mission token in their current location.

“Bring it to (Location Name)”

While a character has the mission token on their statcard, they must move into the location listed. If they are already in the location, they don't need to leave and re-enter it. Some missions require you to bring a token to an “empty location”. This refers to a location that does not contain any neutral units, or characters from the other team.

“Play (Type) Action Cards on the mission token”

This represents a character attacking a target that doesn't have a statcard. When playing an action card to meet this requirement, the following rules apply:

- Playing one action card onto the mission is an action. Playing two actions cards will be two actions in total.
- The Action card's type must match the type listed, it cannot be a basic action.
- Do not perform the Action card's effect or text; only the effect on the mission card.
- The Action card is still placed beside your character statcard and counts toward your Action Limit.
- If it's an Attack card, it still triggers Cops (See Neutral Units).
- If a mission requires multiple Interact actions, or multiple Action cards to be played on it, keep track of how many actions have been played on the mission by placing damage tokens on the mission card.

Defeated Heroes (Resistance Players):

When a Resistance character is killed (Kyle, Sarah, Traxler, John), that player is not out of the game. Play continues normally, except defeated players can only use the bottom half of their action cards. They may play cards for their 2029 ability, or they can still play cards face down to do a 2029 basic action.

3. Develop Phase

Deploying Units:

This phase consists of two steps: Deploying units and determining control of Deployment Areas on the 2029 board. Starting with the Resistance players, each team alternates resolving a Deploy card on their side of the table. Follow these steps:

1. Choose a Deploy card on your side of the table.
2. Returning the resources on the card to the supply,
3. Move the unit(s) on the card to any empty square(s) in the area listed.

2029 Deployment Areas:

Each highlighted area (Resistance Base, Outposts, Factories, Skynet Mainframe) is comprised of multiple squares. When deploying, the unit may be placed in any square of the listed area. For large units that occupy multiple squares, at least one square of its base must overlap the deployment area.

Cancelled Deployment:

Two situations can occur that prevent units from being deployed to an area. First, If there are no empty squares in an Area to place a unit from a Deploy card, the action is wasted: return those resources to your faction's resource pool and return the unit miniature to the supply. This happens as a result of units from either team occupying all of the spaces of the area. Second, after playing a deployment card but before the deploy phase, the enemy moves into your deployment area, and it contains only enemy units.

4. Control Phase

Controlling Deployment Areas:

After all units have been deployed (or returned, because deployment wasn't possible), check each Deployment Area on the 2029 board. If a Deployment Area contains units from the opposing faction and none from its own, it is now considered controlled by the enemy. Players cannot deploy to areas controlled by the enemy.

Controlling the Skynet Mainframe or Resistance Base:

If a faction manages to take control of the enemy's largest deployment area, they immediately score points from the objective on their Core Mission Card.

5. Refresh Phase

During this phase, perform the following steps, then resume the game with a new Initiative Phase.

1. Advance Mission Track
2. Draw Action Cards
3. Move Neutral Units
4. Generate Resources (2029)

Advance Mission Track:

Random mission cards (other than the Skynet and Resistance Core Mission Cards) are placed onto the mission track. During this phase, move each of these mission cards 1 space closer to end of the track. If a mission is in the end space of the track and is pushed, it **Expires**. resolve its time-up effect. Then, draw a new mission and place it on the mission track space that matches its time limit. If the mission does not have a time limit, place it on the "3 rounds" space.

Draw Action Cards:

Each Human player draws back up to their hand size (4 cards). The Skynet player draws back up to their hand size (6 cards). Note that some mission rewards can permanently increase a player's hand size.

If there aren't enough cards in your deck to refill your hand, draw as many as possible, then reshuffle your discard pile to form a new deck and draw the remainder.

Move Neutral Units:

Each Neutral unit follows the instructions on its statcard, under Refresh Phase:

One at a time, each Cop moves along their patrol route to the first location that doesn't contain a Cop.

Generate Resources:

Each faction gains resources as follows. Place them in the faction's Resource Pool on the 2029 board.

Resistance: Gain 1 resource for each outpost under your control (2 by default).	Skynet: Gain 2 Resources, plus 1 additional resource for each Victory Point on the Skynet Victory track.
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Ending the Game

Players continue playing rounds until one team reaches the 7th space on the Victory Track (Rise of Skynet or Skynet Delayed).

Tiebreakers: If both teams reach the 7 space on their victory track at the same time, each side adds up the total deploy cost of all units they have in play on the 2029 board. The side with the highest total wins. If there is still a tie, the future remains undetermined (for now) - play again!

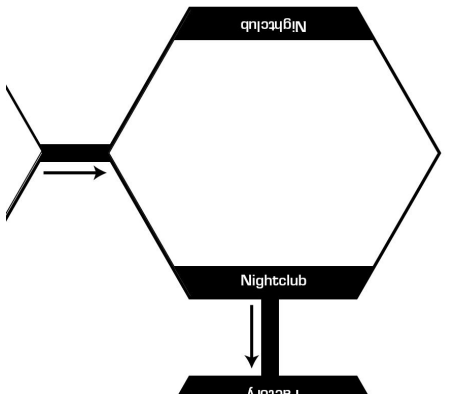
Additional Rules

Neutral Units:

These units are not directly controlled by players. Some neutral units are placed at the start of the game, but the effects character action cards and mission cards can place more of them.

These units only act when nearby characters play certain kinds of actions that match the criteria of the "Responses" section of the statcard. At the end of each round, each neutral unit moves following the instructions in the "Refresh Phase" section on their statcard.

Neutral units have Attack and Defense ratings, and resolve combat the same way other units do. All neutral units also have a single wound, but no movement rating. Their movement is determined by the Response and Refresh Phase effects on their statcards.

<p>Cops (1984)</p> <p>Responses: After an Attack card is played, even if it was cancelled, Each cop in that location attacks that character. Then, each Cop in an adjacent location moves to that location.</p> <p>All cards played as Attacks trigger Cops. This includes playing a card as basic Attack action, playing an Attack to fulfill a mission, or playing an Attack that is cancelled by a Defense card.</p> <p>Refresh phase: One at a time in any order, the Resistance player moves each Cop moves along their patrol route to the first location that doesn't contain a Cop.</p>	<p>Arrows for the Police Patrol Route:</p> 
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Time Travel and Paradoxes:

Many of the Actions performed by characters on the 1984 board can “ripple forward” in time to have an immediate impact on the 2029 board.

Resource Caches: Each time a character in 1984 performs a Cache action, draw a Resource Cache card, and place it face-down beside the 2029 board. Any Resistance player may look at these cards at any time. If a Resistance unit ends its movement on or adjacent to a square that matches the location shown on one of the Resource Cache cards, they may reveal the card. Gain the number of resources listed on the card and then discard it. Skynet units do not interact with Resource Caches.

Mother of John Connor: If Sarah Connor is defeated and John Connor is in play, John Connor is also immediately defeated, as now he never existed.

Time Labs: Some missions place the Time Lab token on the 2029 board, adjacent to one of the Resource Cache location squares. This token is an obstruction that can never be overlapped.

Controlling the Time Lab: At any point in the game, whichever team has the majority of units adjacent to the Time Lab token controls the Time Lab. If a Resistance Soldier or T-800 begins its Move action adjacent to a Time Lab their team controls, that team may spend 10 resources to send the unit back in time. Move the unit from the 2029 board to the 1984 board, and place it in a random location. While in 1984, units from 2029 use their matching 1984 statcard instead.

Once a Time Lab token has been used, it is removed from the board. Only one Time Lab token may be in play at a time. If a mission causes a second Time Lab token to be placed, move the previous one to the new location instead.