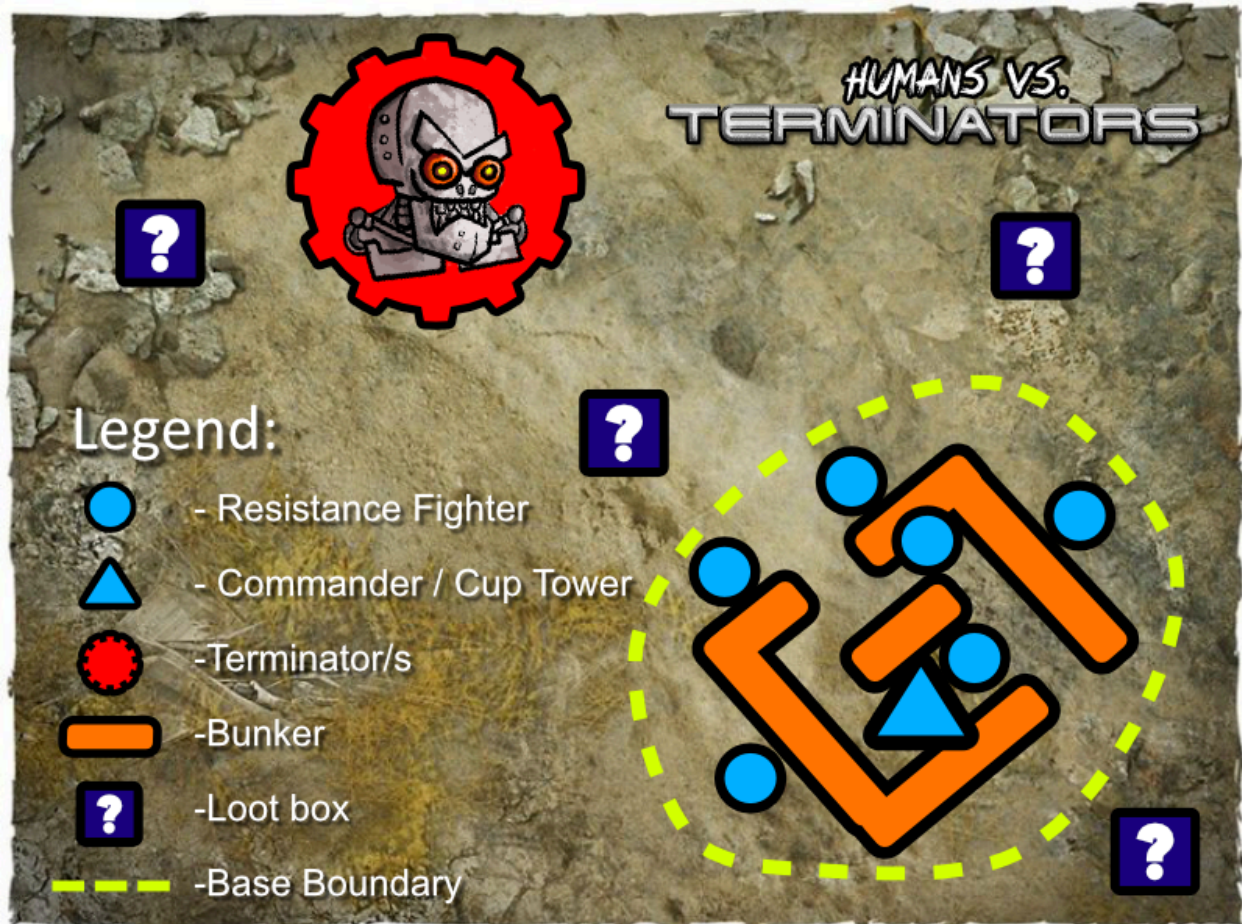


# HUMANS vs. TERMINATORS

## " BUNKER ASSAULT"



Picture 1: A sample picture showing basic setup for the game mode.

### *Player Count:*

1. *Human Resistance: 10-20 players*
2. *Terminator: 1-2 players, Optional: 1-2 assistants(they are non combatants, they make sure the Terminators are supplied with fully loaded blasters.)*

*Playing Time: 4 minutes*

*Age: 8+*

*Game Designer: Steven Tan, with contributions from World Foam Alliance*

## **Description:**

It is the year 2029. Killer robots called Terminators are taking over the world. And they don't like sharing it with humans. In the burning wasteland of (insert city here), the survivors, part of the human resistance, must defend themselves from a hunting party of terminators. Will they survive another day?

## **Victory Condition**

1. Terminators:
  - a. The Terminators need only complete one of two objectives in order to win.
    - i. Tag the Commander(captured alive)
    - ii. Tag Resistance Commander. Alternative: Shoot and collapse the cup tower inside the bunker
2. Human Resistance:
  - a. The resistance fighters need to complete all the ff. Objectives in order to win
    - i. Keep the Commander alive until the timer runs out.  
Alternative: Keep the cup tower from being blasted by the terminator/s until the timer runs out.
  - b. Optional objective:
    - i. Find and scavenge the loot boxes. Each contains ammo and weapons useful for eliminating terminators.

## **Quick Reference Rules:**

1. Terminator/s when hit with regular darts cannot walk for **3** seconds, but they may continue blasting at resistance.
2. Terminators are not allowed to run, jump. Dodging **is allowed**. They may only walk normally. No fast walking. Resistance may run and dodge like regular players.
3. The Resistance **fighter** is free to roam **beyond** the base boundary while the **Commander** must stay **within** the base boundary.

- a. Alternative to Commander: The fighters must construct a cup tower(use 5 cups) and place it somewhere **within** the base boundary.
4. Stun time cannot be accumulated. Meaning, 3 seconds is the maximum time regardless if the Terminator was hit several times in a row.

## **Detailed Rules and FAQ**

### **How wide should the base boundary be?**

The base boundary should only extend up to 50 feet outside the bunker walls.

### **What weapons can resistance use at the start of the game?**

Only regular or half darts are allowed at the start of the game. Rockets, Mega, Mega XL blasters and their respective darts are hidden inside the loot boxes.

### **What happens if the Commander crosses the base boundary**

The Resistance is disqualified. Game over.

### **How will resistance know if a terminator is in a stun countdown?**

The terminator/s must audibly announce the stun countdown.

### **While stunned, is the Terminator still allowed to turn in different directions**

The Terminator is allowed to turn whichever direction while stunned in place.

### **If a terminator is hit again while in a stun countdown, should they become stunned again right after?**

Only rockets and Mega XL darts can be blasted with any effect on a stunned terminator. Regular darts and Mega Darts must wait for the stun countdown to finish in order to become effective.

### **Is melee allowed?**

The Resistance fighters may not use melee against Terminator. But Terminator/s can melee by tapping on a Resistance fighter on their shoulder. No punching, throwing or any harmful actions!

The terminator/s may not use melee on the cup tower. Only blasting it with darts is allowed.

### **How does the resistance construct the bunker?**

The bunker must have at least one man-sized opening in order to allow terminator/s to enter and eliminate the commander or destroy the cup tower. The exact layout of the bunker must only be known to the resistance team.

### **What special weapons/ ammo are effective against the terminator?**

**x1 rocket hit** is able to **eliminate a terminator**. Each loot box will contain either ammo or launcher, but **not both**. **x2 Mega XL darts** are needed to eliminate Terminator. **x1 Mega Darts** can **completely stun** the Terminator for **6 seconds**, the Terminator will be **unable to shoot and walk**.

### **Can the terminator find and steal the contents of loot boxes?**

Terminator/s may only use their given weapons.

### **Where is the starting location?**

Human Resistance: They may start inside and around the bunker perimeter.

Terminator/s: They may be deployed further away from the bunker to give the human resistance time to prepare a defense.

**Can an eliminated resistance be human shields?**

Once a resistance fighter is hit, they must either exit the play area or kneel with their heads down, or make way for the terminator.

**How does the terminator know who the Commander is?**

The players assigned as Terminators must be introduced to the Commander before the game begins.

Optional: A special hat will be provided to make the Commander stand out from the other resistance fighters. They must wear it throughout the game. Handing the hat to another player is not allowed.

**Can assistants coach the Terminators?**

Besides keeping the Terminators supplied with darts, assistants may only give general game updates such as remaining time and calling hits. They must refrain from giving information or support that could favor one team or another. Assistants must also position themselves slightly further away from Terminators so as not to obstruct the aim of Resistance fighters.

**Can anyone move barriers?**

The only time the barriers may be moved is before the game begins. Otherwise, the barriers must remain stationary.

**Should fighters continue engaging the Terminators after the Commander is eliminated?**

The game is over and the remaining fighters “surrender” to the Terminators the moment the Commander or Cup tower is hit.

### **Should the Commander continue engaging the Terminators after all remaining fighters are eliminated?**

Resistance is futile. The game is over and the Commander is instantly assumed to be “captured” the moment all remaining fighters are eliminated. No further action by the Terminators is needed.

### **If resistance is protecting the cup tower: What happens if the cup tower is accidentally knocked down?**

A cup tower accidentally knocked down may be built back up on the same spot without penalty.

## **Supplies Needed**

1. Enough Barricades to create a bunker for the Commander and the fighters.
2. Safety cones to mark the base boundary.
3. High-capacity blasters for the Terminators.
4. Optional: 1 special hat for the Commander
  - a. Alternative: 5 cups for the cup tower
5. Optional: Facemask for the Terminator/s.
6. Optional: Only single-blast blasters for the resistance fighters.
7. Optional: Nerf Fortnite RL with several foam rockets
8. Have a timer with a loud alarm ready. Optional: Have one person keep track of the time limit and announce the countdown.
9. Optional: Sunglasses as eye protection for the Terminators 🕶️

## **Setup Required**

1. Select one or two people to play as Terminator. If two Terminators, they may be deployed at different points of the map.
2. Optional: Select one person to be the Commander.
3. All fighters must be within the bunker perimeter when the game begins.
4. Put a reasonable distance between the terminators and the resistance bunker.



5. Separate the rocket launcher and ammo in boxes. Begin placing them after everyone is in their starting position. Place them randomly within the play area, but not too close to the resistance bunker. Add 1 or 2 empty boxes so fighters cannot find the rocket launcher and ammo so easily.

## Difficulty Setting

1. "Easy" mode: The loot boxes are placed in one area close to the pathway of the Terminators. If there is no natural cover/shelter, construct some from the remaining barricades.

