Pandora Crossover Scenario

The Pandora Incident

Version 2.2

A Terminator/AliensPredator CCG Crossover Scenario by Bobby Goodman III

Back Story

Gale force winds howled across the flight deck of the USS Pandora. Waves swelled in huge ripples like the muscles of a great beast, broke finally against the gray hull of the ship. The gunmetal steel blended with the sea, and the rain, and the leaden sky.

Nature mocks the technological yet again, the Captain mused. He had little to do but muse. The Pandora was an experimental vessel, a prototype carrier loaded with state-of-the-art computer piloted attack aircraft--all of which were grounded in this weather. So much for a shake down cruise. The waves bucked the ship; the nav computer tried to adjust, turned it to face the oncoming waves. The Captain tried to keep his coffee from spilling.

An object burned through the atmosphere, arrowed into the heart of the tropical storm, and quenched itself in the violent sea. Underwater, it righted itself, propelled by silent engines toward the human sea vessel. Radar and sonar slid off it like the water parting around its sleek hull. It slipped under the Pandora. A clang of metal and they were mated. A plasma torch cut a hole. A cage was opened.

Little Winston, the Captain's son, wandered the metal corridors, occasionally brushed aside by a distracted midshipman or a Cyberdyne tech in a hurry. He had wanted to go home, had had enough of this visit to Dad's ship, but the storm had trapped him with the other VIPs. He found the lowerdeck galley, deserted of any cook or potato peeling private. He searched the metal cupboards he could reach for food-preferably candy. He thought it was a spider, back in the dark recess of the cupboard, until its size and leathery skin registered on his senses. He opened his mouth to scream, but there was only a choking silence.

The edge of the storm lashed against the shore, spilling rain on Venice Beach. It pushed the Pandora ahead of it, tossed among its white-capped surges--listing, dark, and lifeless--to run aground.

The Hunter jumped across the roofs of beach front houses, its motions somewhere between grace and brutality. Only a shimmering marked its passage as it surveyed the soft meat-the men picking through the wreckage, the crowds of onlookers, the armed police, the pilots in their whirling aircraft, and a furtive group trying to edge through the press of people unnoticed with weapons hidden beneath their clothes. In the shadow of the looming, broken sea vessel, another man stood impassive, head and shoulders above the crowd, watching them. A man with a metal skull.

It was exquisite.

Overview

Players: 3 - 5

Factions: Resistance, Skynet, Predator, Marines, Hive Aliens

Special Rules:

Card Pool:
All cards used in this scenario must come from the unmodified Starter Decks sold for each faction. AvP players may modify their deck with the 8 uncommon and 2 rare cards packaged in their starters. Terminator players may modify theirs with one booster.

Draw Deck:
A player's draw deck must consists of 40 or more cards.

Location Deck:
Each player must have a location deck made of 9 locations in random order. (Multiple copies of a single location are allowed.) Timeline: This is considered a Past scenario. Terminator CCG cards with the Future resource or restriction are not legal (and so cannot be played) unless otherwise allowed by a legal card effect.

Connections:
Docking Bay and Airlock are adjacent to all locations with Street in the title.

Playing Locations:
Each player must play a location from his hand or draw deck during the Play Locations step of the Movement/Staging Round unless the location deck has been depleted. If the location is already in play in your HUD, remove the extra copy from the game. Order of Play: For this scenario, play order is Resistance - Marine - Predator - Skynet - Aliens (RMPSA).

Starting Hands:
Players begin the game with no cards in their hands.

Importance:
AvP Supporting characters are worth 0 IMP (+1 if Singular, +2 if Unique). Whenever a Supporting Characters is killed by any player, the Skynet player gains the Importance value.

Victory Conditions:
A player immediately wins if all opposing Main Characters have been killed/removed from play or when he fulfills one of the Victory Conditions for his faction.

Cooperative Victories:
In this scenario, players may ally with another player to win. Allying with another player does not change the game mechanics (i.e. his characters are still opposing characters, etc). However, it does allow you to work together toward a common Victory Condition. If the requirements for the Cooperative Victory are met, you both win. Allies should not be determined before game play starts, but rather negotiated and re-negotiated as play proceeds. Feel free to stab each other in the back. As an additional requirement, a Cooperative Victory is only

valid if both allied characters have at least one Main Character still in play when the requirements are met. Also, each Victory has a stipulation that disallows or invalidates it if violated.

- **Kill the Invaders** *(Resistance + Marines)*: Kill all Skynet, Predator, and Alien Main Characters. Disallowed if the Resistance rotates at Operations to "Smash the Machines" (see below).

- **Join the Hunt** *(Resistance + Predator)*: Kill all Alien and Skynet Main Characters and damage Operations. Disallowed if the Predator ever attacks a Resistance Main Character, or visa versa.

- **Protect the Timeline** *(Skynet + Marines)*: Kill all Resistance, Predator, and Alien Main Characters. Disallowed if the Terminator's Infiltration drops to zero at any time during the game.

- **Drive to Extinction** *(Skynet + Aliens)*: Kill all Resistance, Marine, and Predator Main Characters. Disallowed if the Terminator's Infiltration is not reduced to zero at least one during the game before the previous requirements are met.

- **Unleash the Hounds** *(Predator + Aliens)*: Kill all Resistance, Marine, and Skynet Main Characters. Disallow if the Predator is unhidden at a location with any Alien Main Characters at any time during the game.

Resistance

Starting Characters:
3 Resistance Main Characters (only 1 leader)
Starting Items:
None
Starting Locations:
Pawn Shop
Hand Size:
4
Combat Pool:
3
Victory Conditions:

- **Protect the Future:** Protect 3 or more Supporting Characters worth at least 10 total Importance at the Police Station.
- **Kill the Invaders** *(Resistance + Marines)*: Kill all Skynet, Predator, and Alien Main Characters. Disallowed if the Resistance rotates at Operations to "Smash the Machines" (see below).
- **Join the Hunt** *(Resistance + Predator)*: Kill all Alien and Skynet Main Characters and damage Operations. Disallowed if the Predator ever attacks a Resistance Main Character, or visa versa.

Special Resistance Rules:

- **Smash the Machine:** Resistance controlled characters with Ranged Weapons may rotate at Operations and attempt to destroy some of the technology that led to the development of Skynet itself. Roll a die for each character rotating.

  1-2 = No effect

  3-5 = Subtract 1 from the Skynet player's Importance earned. (Thus, if the Skynet player has killed Sarah Conner for 5 IMP, his total would be reduced to 4. If his total is 0, it would become -1.)

  6= Operations is damaged. Reduce Skynet's Importance earned by 1 as above. No character may rotate here for further special effects.

Skynet

Starting Characters and Items:
1 or 2 Infiltrators and Implants worth no more than 14 Production total.
Starting Locations:
Alamo Sport Shop
Hand Size:
4
Combat Pool:
2
Victory Conditions:

- **Manipulate History:** Earn at least 10 total Importance from Supporting Characters killed by any Faction.
- **Protect the Timeline** *(Skynet + Marines)***:** Kill all Resistance, Predator, and Alien Main Characters. Disallowed if the Terminator's Infiltration drops to zero at any time during the game.
- **Drive to Extinction** *(Skynet + Aliens)***:** Kill all Resistance, Marine, and Predator Main Characters. Disallowed if the Terminator's Infiltration is not reduced to zero at least one during the game before the previous requirements are met.

Special Skynet Rules:

- **Military Interface:** Rotate at Operations to gain 1 CP if no opposing characters are present.
- **Analyze Probabilities:** You may spend 1 CP each turn at the beginning of Discard and Draw to increase your hand size by +1 for that turn.
- Characters with the Skynet resource can be killed/captured by Aliens but can never be used as a host to breed or become infected.
- Terminators without the Infiltration attribute are treated as if they have the Synthetic resource.

Marines

Starting Characters:
4 Marine Main Characters (only 1 Leader)
Starting Items:
None
Starting Locations:
Weapons Locker + Barracks
Hand Size:
4
Combat Pool:
3
Victory Conditions:

- **Rescue:** Evacuate 5 AvP Supporting Characters and at least one Marine from the Docking Bay.
- **Kill the Invaders** *(Resistance + Marines)***:** Kill all Skynet, Predator, and Alien Main Characters. Disallowed if the Resistance rotates at Operations to "Smash the Machines" (see below).
- **Protect the Timeline** *(Skynet + Marines)***:** Kill all Resistance, Predator, and Alien Main Characters. Disallowed if the Terminator's Infiltration drops to zero at any time during the game.

Special Marine Rules:

- **Experimental Ammo:** The Small Arms employed by Marines in the Garrison Packs use 9mm Explosive-Tip Caseless Light Armor Piercing Rounds and as such ignore Armor. Furthermore, if a natural 6 is rolled to hit, the attack gets +1 damage. If a natural 1 is rolled, the weapon is considered out of ammo. The weapon can be reloaded by rotating at any AvP Weaponry location or with the Extra Ammo card.
- **Command Center:** Once per turn at Operations, one Marine may rotate to gain 1 CP if no opposing characters are present.
- **Armory:** The Weapons Locker is considered to have the Military Arms resource.
- **Home Territory:** Once per turn, you may spend 1 CP during your Movement segment to give all characters you control +1 movement for this turn.
- T1 Supporting Characters can be evacuated by you, but do not count toward your Rescue Victory and give no Importance to either Skynet or the Resistance.

Predator

Starting Characters:
1 Predator Main Character
Starting Items:
Mask + Melee Claws (optional)
Starting Locations:
Predator Shuttle + Airlock
Hand Size:
5
Combat Pool:
3
Victory Conditions:

- **Prove Yourself:** Fulfill your honor requirement and evacuate at the Predator Shuttle.
- **Join the Hunt** *(Resistance + Predator)***:** Kill all Alien and Skynet Main Characters and damage Operations. Disallowed if the Predator ever attacks a Resistance Main Character, or visa versa.
- **Unleash the Hounds** *(Predator + Aliens)***:** Kill all Resistance, Marine, and Skynet Main Characters. Disallow if the Predator is unhidden at a location with any Alien Main Characters at any time during the game.

Special Predator Rules:

- **Stunting the Prey:** It's always best to make sure the prey doesn't become too technologically advanced. Rotate for the same effect as "Smash the Machine" in the Resistance rules above.
- **Heat Vision:** A predator with a Mask ignores the Dark resource when attacking.
- **Armed Prey:** Security Guards are worth 2 honor.
- Terminators are worth 4 honor (+1 for each resource the Terminator has excluding Skynet and Terminator, +2 per Implant the Terminator is carrying.)

Hive Aliens

Starting Characters:
Young Queen + Chestburster + 1 Alien Warrior token on the Breeding Chamber
Starting Locations:
Breeding Chamber + Hived Processor
Hand Size:
3 + 1 per Alien Warrior at a Queen's location
Combat Pool:
2
Victory Conditions:

- **Infect the Planet:** Evacuate a Young Queen at any T1 Interior location while the Alien Queen is elsewhere in play. No opposing characters may be present.
- **Drive to Extinction** *(Skynet + Aliens)***:** Kill all Resistance, Marine, and Predator Main Characters. Disallowed if the Terminator's Infiltration is not reduced to zero at least one during the game before the previous requirements are met.
- **Unleash the Hounds** *(Predator + Aliens)***:** Kill all Resistance, Marine, and Skynet Main Characters. Disallow if the Predator is unhidden at a location with any Alien Main Characters at any time during the game.

Special Aliens Rules:

- You may replace a Young Queen at the Breeding Chamber with the Alien Queen from your hand during the Aliens Mature phase. Discard the Young Queen card.
- You may replace a Chestburster card at any Hived location with a Young Queen from your hand during the Aliens Mature phase. Discard the Chestburster card.
- Two Queens may not end a round in the same location for any reason.
- It requires 6 or more Aliens to hive an exterior location.
- Encase in Resin: If you hive Operations, characters may no longer rotate there for special effects.
- Aliens may declare attacks against a character with the Synthetic resource if that synthetic character has used any movement points, rotated, declared an attack or searching during the previous or current round.