



# TERMINATOR

T-800

## PROTECTION PROGRAMMING

At the start of the game, you must choose a small or medium Unique Hero you control without the Super Strength or Flying special powers to be Terminator's Charge. After a numbered Order Marker is revealed on the Charge's card, before taking a turn with the Charge you may take a turn with Terminator. If you do, you may not attack with any other figures this turn. If its Charge is on the battlefield, Terminator may only attack figures within 6 spaces of its Charge. Figures engaged with Terminator may not roll for leaving engagement attacks.



ANDROID

UNIQUE HERO

GUARDIAN

DEVOTED

MEDIUM 5

## COMBAT SHOTGUN SPECIAL ATTACK

Range 4, Attack 2.

Each skull rolled counts as an additional hit. When Terminator attacks with this special attack, it may attack one additional time.

## UNSTOPPABLE RESILIENCE

If Terminator would receive one or more wounds, ignore one of those wounds.



6

LIFE

MOVE 4

RANGE 6

ATTACK 4

DEFENSE 3

220

POINTS