



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