



TERMINATOR T-800

INFILTRATION MODEL

At the start of the game, you may choose an opponent. Before rolling for initiative for the first round, move Terminator up to 8 spaces, then that opponent must roll a single combat die. If they do not roll a shield, you may move Terminator up to 4 additional spaces and that opponent must roll again. Continue moving Terminator until that opponent rolls a shield. When moving with this special power, Terminator must end his movement closer to an opponent's figure than he was before moving.

AUTO SHOTGUN SPECIAL ATTACK

Range 4. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. Terminator only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Terminator cannot be affected by this special attack. When Terminator attacks with this special attack, he may attack one additional time.

UNSTOPPABLE RESILIENCE

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



ANDROID

UNIQUE HERO

HUNTER

RELENTLESS

MEDIUM 5



6

LIFE

MOVE

4

RANGE

6

ATTACK

4

DEFENSE

3

200

POINTS

