


Beretta 92F



Weaponry
Short-Range - Small Arms

Does 7 Damage. During Ranged Declaration, an owner with Marksman declaring an attack with the Beretta 92F may rotate this item and declare a second Ranged attack at -1 To Hit with this Beretta 92F.

Standard issue for civilian and military police.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

I'll Be Back



SkyNet Player

Unique. Permanent. Play on a Terminator with Infiltrator that was just destroyed, this Terminator is not discarded. All Damage is removed and he is rotated until the end of the turn. This Terminator gains -2 Power and loses Infiltrator. This event may not be cancelled by other events.

They never stay down for long.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Skills Upgrade: Assassination



Future - SkyNet Item
Implant

Requires Terminator with Marksman. Owner gains the Sniper resource. This Terminator may now use any item with Rifle as well as any Attachments or Ammo attached to the Rifle. Limit 2 Skills Upgrades per character.

A Terminator can move with the grace of a cat, with the correct upgrades.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Target Terminated



Gain 2 Mission Points. Play when you kill an opponent's Leader or Veteran. That Player immediately has his Importance Victory Condition requirement increased by +2.

*Primary objective: Complete
Secondary objective: Unchanged*

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Time and Fate



The current Order of Play is reversed. The new play order is SkyNet, then Resistance. If Time and Fate is played by more than one Player, effect text of all Time and Fate conditions are cancelled. Sometimes the fact is not to the suit, nor the battle to the strong.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

12-Gauge Auto-Loader



Weaponry
Long-Range - Shotgun

Short-Range: Does 8 Damage at +2 To Hit. Long-Range: Does 5 Damage at +1 To Hit.

Italian made, 8 rounds, the best tactical shotgun made.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

20-Watt Phased Plasma Rifle



Future - SkyNet Item
Long-Range - Plasma Rifle

Does 2 Environmental Plasma Damage. May be found at Military Arms locations for no Production cost. May be used by SkyNet or Resistance characters. This item may only use Ammo items with the Plasma resource.

Standard-issue weapon of SkyNet forces. Over the years, many have fallen into Resistance hands.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

.357 Magnum



Weaponry
Short-Range - Small Arms

Does 7 Damage. Ammo items attached to the .357 Magnum are not discarded when the owner rolls a natural 1 or 2 in combat.

Not exactly standard issue.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

40-Watt Phased Plasma Rifle



Future - SkyNet Item
Long-Range - Plasma Rifle

Does 3 Environmental Plasma Damage. This item may only use Ammo items with the Plasma resource.

Deals out death in the 40-watt range.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

400 Rounds and Counting



Target one location during Combat Declaration. Every character declaring an attack with a Ranged item at that location may rotate their Ranged item and gain +1 To Hit (or +2 To Hit if Marksman). You gain 1 for every item rotated in this manner.

Keep firing! Keep firing, damn it!
—Lt. Ryan, Iron Guard

TM & © 2000 Cansh CA. Game Design © 2000 Precedence

.44 AutoMag



Weaponry
Short-Ranged - Small Arms

Does 8 Damage. If owner has Veteran or Marksman, any Player may pay 1 to give this item Long-Ranged and +1 To Hit for the duration of a combat sequence.

The gun of choice for personal defense.

TM & © 2000 Cansh CA. Game Design © 2000 Precedence

.45 Long-Slide



Weaponry
Short-Ranged - Small Arms

Does 7 Damage. When .45 Long-Slide is brought into play, search your Draw deck for the LS-81 Laser Sight and add it to this item.

Brand new, just got them in.

TM & © 2000 Cansh CA. Game Design © 2000 Precedence

.50 cal Barrett M-82A1



Military Arms
Long-Ranged - Rifle

Requires Sniper. Does 12 Damage and may target one location beyond Long-Ranged at -2 To Hit. Rotate this item as well as owner when declaring an attack. Discard any Ammo item used with this item at the end of the Combat sequence.

Will punch through Russian armor at 1500m.

TM & © 2000 Cansh CA. Game Design © 2000 Precedence

.50 Desert Eagle



Weaponry
Short-Ranged - Small Arms

Does 7 Damage. +1 Damage if owner has Veteran or Tactics. This item's Damage is not reduced by Armor, if Armor is 2 or less.

The largest pistol caliber in production.

TM & © 2000 Cansh CA. Game Design © 2000 Precedence

A Learning Computer



SkyNet Player

Permanent. Play on your Terminator. At the end of any round in which this Terminator kills its declared target, name an event with the SkyNet Player restriction, search your Draw deck, and add it to your hand. Discard A Learning Computer if this Terminator gains Damage tokens.

Research... Combat... it's all the same to a killing machine.

TM & © 2000 Cansh CA. Game Design © 2000 Precedence

A New Beginning



Past

Rotate one of your Supporting Characters during the Protection step at Main Street. This character is removed from play and considered Protected.

Don't stop until you reach the end of the line and don't tell anyone where you're going.

TM & © 2000 Cansh CA. Game Design © 2000 Precedence

Adaptive Programming



SkyNet Player

Permanent. Play on your Terminator. Gain 1 for every attack beyond the first declared against your character in one round. Any Player may pay 2 to cancel Adaptive Programming as it is played.

Battle analysis complete. Current tactical configuration ineffective. Switching to secondary configuration.

TM & © 2000 Cansh CA. Game Design © 2000 Precedence

Advanced Construction Drone



Drone - SkyNet Mechanic - Programmer

Armor 1. During the Production step, rotate to gain 1 Production while at a location with Factory. At any time, rotate to remove Damaged from an item or to remove a Damage token from a SkyNet character at its location.

Reconstruction of Primary Systems 64% complete.

TM & © 2000 Cansh CA. Game Design © 2000 Precedence

Advanced Scouting



Play during your Movement segment and target one of your characters. Gain 1  for every different location that was brought into play by an opponent that this character enters. Double the  gained if this character has Scout. No more than 5  can be generated by this event.

Know the land and gain the advantage.

TM & © 2000 Carsey DA. Game Design © 2000 Prehensile

Advanced Stealth Infiltrator



Terminator - SkyNet Infiltrator - Marksman Sniper

Armor 1. T-810 may use any item with Rifle and any Rifle attachments. Rotate T-810 to exchange the position of any of its Hidden markers (not during a Combat sequence).

Holo matrix online. Initiate infiltration protocols. Possibility of detection 0.61%.

TM & © 2000 Carsey DA. Game Design © 2000 Prehensile

Aerial Recon Unit



Hunter-Killer - SkyNet Flight - Marksman

Does 10 Long-Ranged Damage. HK-8475 gains a Free Ranged attack against every character (except HKs) that targets it if that character is at an Exterior location without the Dark resource.

Against the sun they descended, raining death upon our squad. -Lt. Ryan, Iron Guard

TM & © 2000 Carsey DA. Game Design © 2000 Prehensile

Alamo Sport Shop



Exterior - Past - Equipment Military Arms - Weaponry

During the Search round, rotate your character at this location to find the first item with Weaponry or Equipment in your Draw deck. Place the item found on the character that rotated to find it. This effect may be used by multiple characters.

Any one of these beauties is ideal for home defense.

TM & © 2000 Carsey DA. Game Design © 2000 Prehensile

Alleyway




Exterior - Past/Future Cover

Target one Exterior location when Alleyway first comes into play. Alleyway is now considered adjacent to that location in addition to its normal adjacencies.

Dark and damp, it houses the forgotten people of our society.

TM & © 2000 Carsey DA. Game Design © 2000 Prehensile

Ambidextrous




Play when a Terminator or a Veteran declares a Ranged attack. This character may declare a second Ranged attack using a different Ranged item. Both attacks gain -1 To Hit.

They were dead before they hit the floor.

TM & © 2000 Carsey DA. Game Design © 2000 Prehensile

Ammo Cache



Target one location during the Search round. Each character at that location may rotate to search their Draw deck for the first Ammo item. This item is found whether or not the location has the Weaponry or Military Arms resources.

Survivalists, ya gotta love 'em!

TM & © 2000 Carsey DA. Game Design © 2000 Prehensile

Anticipation



Permanent. Play on a character. He may rotate at any time during the Staging round to declare a Free attack. He gains +2 To Hit if he has Brave or Tactics. Discard this card when character moves or rotates.

Some things are worth waiting for.

TM & © 2000 Carsey DA. Game Design © 2000 Prehensile

Apartment Complex



Exterior - Past - Civilian

All Humans and Animals must each spend 2 Movement Points to enter this location.

Humanity's version of the bee hive.

TM & © 2000 Carsey DA. Game Design © 2000 Prehensile

AR-18 Assault Rifle



Military Arms
Long-Range - Rifle

Does 9 Damage. This item may not gain the Damaged resource and is not a legal target for Misfire.

Watch your back or risk losing it.

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Arm-Mounted Gatling Gun



Future - SkyNet Item
Implant - Long-Range Rifle

Requires Terminator. Long-Range: Does 10 Damage. Short-Range: Does 12 Damage at +2 To Hit. Rotate this item when it is used. Owner with Infiltrator gains -4 Infiltration.

It tore through our ranks like an avenging angel.

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Armor-Piercing Rounds



Weaponry
Ammo

Requires Rifle. Item gains +1 Damage and its Damage is not reduced by Armor. Discard this Ammo at the end of a Combat Sequence if you roll a natural 1 or 2 To Hit while using it.

One shot is often all that is needed.

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Augmented Musculature



Future - SkyNet Item
Implant

Requires Terminator. Gain +1 Power and Terminator with Infiltrator also gains -1 Infiltration. Limit 1 per Terminator.

Intended action exceeds structural tolerances by 30%.

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Automated Armory



Exterior - Future
Cover - Factory
Hi-Tech - SkyNet Item

During the Production step, spend 1 Production and rotate one of your Drones to search your Draw deck for the first SkyNet Item and add it to your hand.

Unit KND-1 recognized. Initiate weapon upgrade. Upgrade commencing.

LOCATION: EXTERIOR

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Automated Assembly Line



Interior - Future - Cover
Equipment - Hi-Tech

Distinct. Reduce the Production cost of all SkyNet Characters and SkyNet Items by 1 in each location adjacent to Automated Assembly Line. (Production costs cannot be reduced below 1 Production) May only be played above locations with the Factory resource.

Incapable of independent thought, these automations increase rates of production.

LOCATION: INTERIOR

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Barred Door



Barrier

Barrier 5. Rotate your character during the Staging or Search round to deploy this Barrier across his current location and an adjacent Interior location.

Run! This won't hold him for long!

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Barren Wasteland



Exterior - Future
Dark - Open

Distinct.

This is just one possible future, unfortunately, it's ours.

LOCATION: EXTERIOR

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Bartender



Past - Tech Noir
Human

When Bartender is found, you may search your Draw deck for a Shotgun and place it on him.

I said take it outside...now!

2 SP
2 PW
1 MP

SUPPORTING CHARACTER

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Battle Fatigue



Play on a rotated Human or Animal. It may not ready as usual during the following Ready round.

Exhaustion eventually claims all of us.

TM & © 2000 Canab DA. Game Design © 2000 Providence.

EVENT

Battlefield Repairs



Play on a SkyNet character that is alone at a location. Remove 1 Damage token from it (or 2 if it has Medic).

Self-preservation is not just instinct.

TM & © 2000 Canab DA. Game Design © 2000 Providence.

EVENT

Battlefield Shadows



Play on a character using Hidden movement. This character may not be the target of any declared attacks. Discard this event after 3 turns or if this character moves or is revealed. If played during a combat sequence, it must be played prior to the Roll To Hit step.

Covert Ops are trained to move among the enemy undetected...

TM & © 2000 Canab DA. Game Design © 2000 Providence.

EVENT

Better You Than Me



Play during Combat Declaration and target one location. All attacks on Supporting Characters at this location are +1 To Hit and all attacks on Main Characters at this location are -1 To Hit until the end of the turn.

*Use the crowds.
Think of them as moving walls.*

TM & © 2000 Canab DA. Game Design © 2000 Providence.

EVENT

Big Jeff's Family Restaurant



Exterior - Past
Civilian - Confined

Once per turn, you may rotate your Human Main Character or your Terminator Main Character with Infiltration to draw the top card of your Draw deck while at this location.

Miss, we're ready to order.

LOCATION: EXTERIOR

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Blending In



① Play on a Terminator with Infiltration. While it carries at least two items that increase Infiltration, it may not lose its Infiltration attribute for any reason. Discard after 3 turns.

Who says humans are the only ones with 'fashion sense'?

TM & © 2000 Canab DA. Game Design © 2000 Providence.

EVENT

Blood Splatter



Permanent. Play on a Terminator who just killed a Supporting Character in the same location as other Supporting Characters. This Terminator gains -1 Infiltration and cannot control Supporting Characters with Police.

Target terminated. Unit 234K1.D covered in target's remains. Potential infiltration compromise.

TM & © 2000 Canab DA. Game Design © 2000 Providence.

EVENT

Blown Power Grid



Permanent. Target a location where 5+ Drones just rotated to generate Production. Double that specific Production and add the Damaged resource to this location. Discard this event when the Damaged resource is removed.

*Warning: Production levels exceeding optimum parameters.
Structural meltdown imminent.*

TM & © 2000 Canab DA. Game Design © 2000 Providence.

EVENT

Bonefields



Exterior - Future - Open

All Humans and Animals must each spend 2 Movement Points to enter this location. While at this location, all Humans and Animals gain -1 To Hit.

Stumbling over the shattered dreams and dried skulls of your friends saps the humanity from your soul.

LOCATION: EXTERIOR

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Braced for Impact



Target a SkyNet character during a combat sequence that has not moved this turn. It gains +X Resistance where X equals its current Speed. This character may not leave this location during the following Movement step.

T-800 CSM-101 Infiltration Unit shutting down secondary systems. Complete. Higher functions shielded.

TM & © 2000 Cerner® CA. Game Design © 2000 Providence

Bullet-Proof Vest



Weaponry
Body Armor

Armor 2 vs. Ranged attacks. You may discard this item to gain +3 Resistance until the end of the current round. Limit 1 Body Armor per character.

Standard-issue bullet control.

TM & © 2000 Cerner® CA. Game Design © 2000 Providence

Castling



3 Target your character with 2 or more Hidden movement markers. Exchange the positions of any two of his Hidden markers. If played during a combat sequence, it must be played prior to the Roll To Hit step. No ⬇ cost if target is Covert Ops or has Lucky.

Now you see him, now you don't.

TM & © 2000 Cerner® CA. Game Design © 2000 Providence

Caught Off-Guard



+1 Damage. Gain an additional +2 Damage if the defender is at a location with the Confined resource.

Get caught napping and you may sleep forever

TM & © 2000 Cerner® CA. Game Design © 2000 Providence

Chain Link Fence



Barrier

Barrier 3. Rotate your character any time except during a Combat sequence to deploy this Barrier across his current External location and an adjacent External location. Opposing characters may ignore this Barrier by each spending 3 Movement Points.

Leave them! Let's go!

TM & © 2000 Cerner® CA. Game Design © 2000 Providence

City Park



Exterior - Past
Civilian - Open

When City Park is first brought into play, its owner may search his Draw deck for a Street Punk. The Street Punk comes immediately into play at this location.

Not the safest place for a picnic.

TM & © 2000 Cerner® CA. Game Design © 2000 Providence

City Ruins



Exterior - Future
Cover - Dark

Each character that began the Staging round in this location gains +1 Defense. This Defense bonus lasts until the end of the turn.

Death, not just of the body but of the soul, surrounds us. All around us, lies the ravaged shadow of something once called life.

TM & © 2000 Cerner® CA. Game Design © 2000 Providence

City Street



Exterior - Past/Future
Civilian - Open

Distinct.

Any store you want can be found on this strip of asphalt.

TM & © 2000 Cerner® CA. Game Design © 2000 Providence

Clean Room



Interior - Future
Computers - Enemy
Hi Tech - SkyNet Item

Distinct. Drones with Programmer add +1 to any Production they generate while at this location. Implants are built for 2 Production less than normal at this location. (Production costs cannot be reduced below 1 Production).

Uploading systems upgrade. Enable Read Mode now.

TM & © 2000 Cerner® CA. Game Design © 2000 Providence

Col. Perry

2 SP
4 PW



Human - Resistance
Leader - Marksman
Tactics - Veteran

Rotate Col. Perry to search your Draw deck for the first mission card and add it to your hand. While Perry is in play, your completed missions may not be cancelled by another Player's actions.

This is our planet. We're gonna take it back, hill by hill, sector by sector.

TM & © 2000 Canab-DK. Game Design © 2000 Providence

Collapsed Ceiling



Play at the end of a round where at least one attack worth 10 or more Damage missed its declared target at an Interior location. All characters at that location gain 1 Environmental Damage.

Run! It's all caving in!

TM & © 2000 Canab-DK. Game Design © 2000 Providence

Combat Roll




+1 Defense.
In addition, +1 Defense if this character has a current Speed of 3 or more and/or +1 Defense if this character is at a location with the Open resource.

Keep your head down if you want to keep it.

TM & © 2000 Canab-DK. Game Design © 2000 Providence

Composite Body Armor



Military Arms
Body Armor

Armor 3. Owner gains -1 Movement Points. Limit 1 Body Armor per character.

Almost total protection against most modern firearms.

TM & © 2000 Canab-DK. Game Design © 2000 Providence

Compromised Stronghold



Future SkyNet Player

Unique. Gain 3 Mission Points. Play during the Ready round, when your SkyNet character has been at the same opponent's Starting Location for 3 or more consecutive turns. This Mission may not be played if opposing characters are at the same Starting Location.

Secure and hold position. Motion scan. Human presence in Sector 12J1 neutralized.

TM & © 2000 Canab-DK. Game Design © 2000 Providence

Concealed Weapon



1 Play on a character with Trenchcoat and a Ranged item. He may immediately declare 2 Free Short-Ranged attacks. Discard the Trenchcoat and Ranged item used in the attack when this event completely resolves.

With a few modifications virtually any gun can be concealed under a trenchcoat.

TM & © 2000 Canab-DK. Game Design © 2000 Providence

Concentration



Resistance Player

2 Play when your Human with the Lethal resource kills an opposing character. Ready that Lethal character and immediately declare an attack against a new target. This character does not ready as normal during the following Ready round.

Inhale, Kill, Exhale

TM & © 2000 Canab-DK. Game Design © 2000 Providence

Conquer



Future SkyNet Player

Permanent. Play on an opponent's Starting Location when your character enters it. Take 1 from that opponent at the end of every Combat round that you control a character at this location.

Human base neutralized. Area secured. LZ231 awaiting further orders.

TM & © 2000 Canab-DK. Game Design © 2000 Providence

Construction Drone

1 SP
2 PW
2



Drone - SkyNet Mechanic

Armor 1. During the Production step, rotate to gain 1 Production while at a location with Factory or rotate 3 Construction Drones at the same location to remove Damaged from their current location.

Automated machinery without the spark of consciousness.

TM & © 2000 Canab-DK. Game Design © 2000 Providence

Construction Site



Exterior - Past/Future
Equipment - Open

Once per game, each Resistance Player may rotate one of his characters at this location and search his Draw deck for a Resistance Private. He immediately comes into play at this location.

Reinforcements are often found in the most unusual places.

TM & © 2000 Canam-DA. Game Design © 2000 Providence.

Coordinated Fire



Play when 2 or more of your characters declare Ranged attacks against the same target. Each character gains +1 To Hit or +2 if Marksman or Veteran.

*Overlap your fire... keep firing!
We have it in a crossfire!*

TM & © 2000 Canam-DA. Game Design © 2000 Providence.

CounterIntelligence



Gain 1 Mission Point. Rotate your character at one of your Starting locations when an opponent completes a mission. That opponent's mission card is cancelled and discarded as it is played.

Knowing more than your enemy is the key to victory.

TM & © 2000 Canam-DA. Game Design © 2000 Providence.

Cover charge



Target a character entering an Interior location. That character's owner must give 1 ♦ to every other Player or none of his characters may enter that location this turn.

Hey! That's \$4.50 if you want in!

TM & © 2000 Canam-DA. Game Design © 2000 Providence.

Cpl. Greene



Human - Resistance
Brave - Demolitions
Marksman - Scout

Once per turn, Greene may reduce her Defense by 1 and gain +1 To Hit with Ranged items. These effects last until the end of the turn.

She's used up 8 of her nine lives.

TM & © 2000 Canam-DA. Game Design © 2000 Providence.

Cpl. LeBreton



Human - Resistance
Brave - Demolitions
Veteran

Gain 1 ♦ for every 2 Damage tokens an opposing Player's character gains as a result of LeBreton's attack.

Every battle is a learning experience; LeBreton never makes the same mistake twice.

TM & © 2000 Canam-DA. Game Design © 2000 Providence.

Cpl. Marcus



Human - Resistance
Brave - Marksman
Scout

Marcus may rotate at any time during the Staging round to declare a Ranged attack.

*This guy is on the edge.
Won't be long 'till something snaps.
--Lt. Ryan - Iron Guard*

TM & © 2000 Canam-DA. Game Design © 2000 Providence.

Cpl. Pierce



Human - Resistance
Lethal - Tactics

Rotate Pierce at a location with the Secure resource to search your Draw deck for Sarge and bring him into play at Pierce's location. Sarge gains +1 To Hit and +2 Damage while at Pierce's location.

His dogs eat better than he does.

TM & © 2000 Canam-DA. Game Design © 2000 Providence.

Cpl. Rensy



Human - Resistance
Lucky - Marksman - Medic

Rotate Rensy to remove 1 Damage token from a Human or Animal at his location. May not be used during Combat Resolution.

*I hear he's a good medic, but his methods are sometimes questionable.
--Pawn III, Covert Ops*

TM & © 2000 Canam-DA. Game Design © 2000 Providence.

Critical Systems Failure



Rotate your Hacker or Programmer to cancel and discard an event with the SkyNet Player restriction as it is played.

*Initiating defensive protocols.
Warning: Viral Interference detected.
Systems not responding.
Warning: Incoming enemy fire.*

TM & © 2005 Caelin DA. Game Design © 2005 Providence

Crowd Cover



Each opposing Main Character gains -1 To Hit for each Supporting Character at its location.

Remember, if you fail, they're dead anyway.

TM & © 2005 Caelin DA. Game Design © 2005 Providence

Dark Alley



Distinct.

Never know who or what you will run into in a dark alley.

Exterior - Past/Future
Cover - Dark

LOCATION: EXTERIOR

TM & © 2005 Caelin DA. Game Design © 2005 Providence

Data Stream




SkyNet Player

Permanent. Draw one card for every 3 Production you spend for this effect.

Increasing stream capacity to optimal parameters. Now processing 120% of maximum.

TM & © 2005 Caelin DA. Game Design © 2005 Providence

Daybreak



All Exterior locations lose the Dark resource. If any Player plays the condition Nightfall, the effect text of Nightfall and Daybreak are both cancelled.

With the dawn, hope found its way into the human heart as people realized they could beat the machines.

CONDITION

TM & © 2005 Caelin DA. Game Design © 2005 Providence

Deadly Force



+1 Damage. In addition, +1 Damage if Lethal or Veteran. If the defender is killed as a result of this attack, ready the attacker at the end of that combat sequence.

Use of deadly force against the machines and collaborators is authorized. --Gen. John Connor

TM & © 2005 Caelin DA. Game Design © 2005 Providence

Defective Ammunition



Target an Ammo item as it is declared in an attack. That attack is cancelled and the Ammo item is removed from play. This event may not target items carried by Lucky or Veteran characters. Any Player may pay 2 to cancel Defective Ammunition as it is played.

With generic brands, you get what you pay for.

EVENT

TM & © 2005 Caelin DA. Game Design © 2005 Providence

Deny Fate



If an attack declared against your character is considered an automatic hit before the dice are rolled, your character may immediately move up to two locations away.

There can be no surrender. There is only death and a chance for hope. --Sgt. Hannum, Iron Guard

TM & © 2005 Caelin DA. Game Design © 2005 Providence

Dermal Ablative Armor



Permanent. Play on a Terminator or Drone with Armor 2 or more. Remove this event and the top 3 cards of your Discard deck from play to cancel all effects of the first attack that hits this character. Limit 1 per character.

The reinforced substructure is designed to withstand great stress, the neural matrix on the other hand, is not.

TM & © 2005 Caelin DA. Game Design © 2005 Providence

Desperation



Shuffle your entire hand into your Draw deck then roll a die: 1-3 Draw 1 card, 4-6 Draw up to your maximum Handsize.

It's not gambling if you have nothing to lose.

TM & © 2008 Cansh-DA. Game Design © 2008 Precedence.

Destiny's Child



Gain 1 Mission Point. Play when you have successfully Protected as Resistance Player or killed as SkyNet Player a Supporting Character worth 2 or more Importance.

I was sent back for a reason...
--Sgt. Kyle Reese, 132nd Eagle Watch

TM & © 2008 Cansh-DA. Game Design © 2008 Precedence.

Det. Lt. Ed Traxler



2 SP
3 PW
0 IMP

Past - Interrogation Room
Human - Maskman
Police - Veteran


Singular. While at a location with the Secure resource, the Player controlling Traxler gains +1 Handsize for every character with the Police resource in play.

I can hear it now, he's gonna be called the goddamned phone book killer.

SUPPORTING CHARACTER

TM & © 2008 Cansh-DA. Game Design © 2008 Precedence.

Det. Sgt. Hal Vukovich



2 SP
3 PW
0 IMP

Past - Police Station
Human - Police
Maskman - Police

Singular. Rotate Vukovich to cancel an event that confers a Free attack as it is played on a character at his location.

I hate the press cases. Especially the weird ones.

SUPPORTING CHARACTER

TM & © 2008 Cansh-DA. Game Design © 2008 Precedence.

Detachable Surveillance Module



1

Future - SkyNet Item
Implant

Requires Terminator, with Tactics. Owner with Infiltration gains -1 Infiltration. Rotate this Implant to look at the top card of an opposing Player's Draw deck. You may choose to return this card to top or bottom of his Draw deck. Limit 1 per Terminator.

Some of the best laid plans were laid to waste because someone overlooked these small devices.

SKYNET ITEM

TM & © 2008 Cansh-DA. Game Design © 2008 Precedence.

Detailed Analysis



Future SkyNet Player

Rotate your SkyNet character at the same location as your Human Supporting Character. Discard this Supporting Character and gain 3 Importance points are not acquired through the use of this event.

Skeletal stresses have exceeded this human unit's threshold. 0.003% new biological data acquired.

EVENT

TM & © 2008 Cansh-DA. Game Design © 2008 Precedence.

Discipline



+1 Resistance.
In addition, +1 Resistance if Veteran.

Pain can be controlled.

EVENT

TM & © 2008 Cansh-DA. Game Design © 2008 Precedence.

Disrupt Command & Control



Gain 2 Mission Points. Play when you have just killed a character with Leader or Tactics. Take up to 2 from the Player who controlled that character.

Subroutine 147A-3 executed. Command structure disabled.

EVENT

TM & © 2008 Cansh-DA. Game Design © 2008 Precedence.

Distractions



Play before the Roll To Hit step and target a SkyNet character. All of its declared attacks are cancelled. Any Player may spend 2 + to cancel and discard this event as it is played.

State-of-the-art tracking mechanisms can be flooded with an excess of sensory information.

EVENT

TM & © 2008 Cansh-DA. Game Design © 2008 Precedence.

Divine Intervention



Play on your character before the Roll To Hit step. This character may not be the target of any other events for the duration of this round. Roll a die. Add this roll -2 (or -1 if character has Lucky) to his roll To Hit.

Blind faith can lead some to victory and others into a minefield.

TM & © 2000 Catalyst DA. Game Design © 2000 Precedence

EVENT

Dr. Peter Silberman



2 SP
2 PW
1 IMP

Past - Police Station
Human - Medic

Persona. Singular. Rotate to cancel Nightmares, Suicidal Tendencies or Battle Fatigue as is it being played on a character at his location. Terminators with Infiltrator gain +1 Infiltration while at the same location as Dr. Silberman.

I could make a career outta this guy!

SUPPORTING CHARACTERS

TM & © 2000 Catalyst DA. Game Design © 2000 Precedence.

Drone Reconditioning Facility



Exterior - Future
Computers - Cover - Factory

At the beginning of any Production step that you do not control at least one Drone, you may immediately search your Discard pile for one Drone of Production 3 or less. This Drone comes into play rotated at this location at no Production cost.

Warning: Production at 20% of maximum. Initiate activation of emergency secondary units.

LOCATION: EXTERIOR

TM & © 2000 Catalyst DA. Game Design © 2000 Precedence.

Dumpster



Exterior - Past/Future
Cover

No Interior locations may be adjacent to Dumpster.

Unfortunately these are home to more than just rats.

LOCATION: EXTERIOR

TM & © 2000 Catalyst DA. Game Design © 2000 Precedence.

Echelon Formation



Formation

Permanent. All of your characters gain +1 Speed for the rest of the turn if they begin the Staging round at the same location as your Leader. Discard at any time or when you play a new Formation.

Left. Left. Left, right, left. Move it, ladies. I haven't got all day.

EVENT

TM & © 2000 Catalyst DA. Game Design © 2000 Precedence.

Electromagnetic Rounds



Future - Military Arms
Ammo

Requires Small Arms or Rifle. Ranged item does 0 Damage but if the target is a Terminator or Drone, it is rotated and not able to move for 2 turns. Discard this Ammo at the end of a Combat Sequence if you roll a natural 1 or 2 To Hit while using it.

Electromagnetic pulses caged in a titanium rifled steel housing. They can effectively knock even the toughest Terminator offline.

ITEM

TM & © 2000 Catalyst DA. Game Design © 2000 Precedence.

Entropy



For each of your Permanent events in play that you discard, you may cancel and discard one event with a Permanent duration in play that is owned by an opponent.

All good things must come to an end.

EVENT

TM & © 2000 Catalyst DA. Game Design © 2000 Precedence.

Escape Plans



Remove the top 2 cards of your Draw deck from play and move all your characters with Veteran or Tactics at one location into an adjacent location. If played during a combat sequence, it must be played prior to the Roll To Hit step.

Never get into anything you can't get out of.

EVENT

TM & © 2000 Catalyst DA. Game Design © 2000 Precedence.

Esprit de Corps



Whenever 2 or more of your characters from the same regiment are in the same location, they each gain +1 Defense.

Don't worry kid, I'll watch your back. --Sgt. Hearnun, Iron Guard

CONDITION

TM & © 2000 Catalyst DA. Game Design © 2000 Precedence.

Evasive Maneuvers



SkyNet Player

Play before the Roll To Hit step. All declared attacks against an unhidden SkyNet character automatically miss. All attacks declared by that SkyNet character gain -3 To Hit.

Inhuman flexibility, inhuman speed. They can avoid most attacks if the situation calls for it.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Excessive Force



⚙️ Play when a Terminator kills its target with a Ranged item. All Ammo items on that Terminator are discarded and its Ranged item is considered empty (out of ammo). This Terminator may immediately declare a Free Close Combat attack.

Target designate 'Johnson' terminated. Rerouting targeting protocols to tertiary target designate 'Wilkes'. Mission priority exceeds safety protocol to this Unit.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Exertion



+1 To Hit and Damage.

The whole future is on the line...

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Extended Magazine



Permanent. Play on one Ammo item. Discard this event instead of the Ammo item when the item is to be discarded.

The modified magazine makes reloading more efficient.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Extended Range



Target one Ranged item. It may target characters one location beyond its maximum current range at -2 To Hit and is considered Long-Ranged.

If you can see the whites of their eyes, then you're too damn close!
--LCpl. Devin, Black Shield Unit

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Extreme Prejudice



⚙️ Play on a character with Lethal. It must declare 1 Free Close Combat attack on every opposing character at its location for 2 each. Discard this card with no effect if the entire cost cannot be paid.

When in doubt, a Terminator will simply kill everything in sight.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Extreme Sanction



All your Victory Conditions are cancelled. You win when there are no opposing characters in play. Gain 2 for every character that your character kill. If your SkyNet character has Lethal and successfully kills with a natural 6 in combat, its unhidden target is killed. Only playable by SkyNet Player.

Primary Objective: terminate human race.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

False Sense of Security



⚙️ During the Ready round, rotate your Main Character to cancel the Protection step for this turn.

No, I can't tell you where I am mom. I was told not to say. Ok, here's the number...
--Sarah J. Connor

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Fearless



⚙️ Target one of your characters. The target gains +1 To Hit. Also, if he is Brave or SkyNet, for each point he reduces his Defense (not below 0) he gains an additional +1 To Hit.

Surrender is not an option.
--Sgt. Hannum, Iron Guard

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Field Dressing




Rotate your character to remove 1 Damage token, or 3 if Medic, from a Human or Animal at the same location. May not be played during Combat Resolution.

*That's a pretty good field dressing...
--Sgt. Kyle Reese, 132nd Eagle Watch*

TM & © 2005 Canam GA. Game Design © 2005 Providence.

Field Repairs



Remove the Damaged resource from a character's item. The cost is ignored if at a location with your Mechanic.

Hey, can I borrow a wrench?

TM & © 2005 Canam GA. Game Design © 2005 Providence.

Firebase -Delta-



During the Search round, if you do not control a Resistance Private, rotate your Leader at this location and search your Draw deck for one. That Resistance Private immediately comes into play at this location.

Firebase -Delta- was one of the great Resistance strongholds until it was finally infiltrated and then overrun in 2035.

Exterior - Future
Cover
Firearms
Clothing
Military Items
Weapons

LOCATION: EXTERIOR

TM & © 2005 Canam GA. Game Design © 2005 Providence.

First Aid Kit



Discard this item to remove 1 Damage token (or 2 if owner has Medic) from a Human or Animal at the owner's location. May not be used during Damage Resolution.

*I caught one in the arm.
It passed right through the meat.*

Equipment

TM & © 2005 Canam GA. Game Design © 2005 Providence.

Flashlight



Owner may not use Hidden movement nor does the owner gain -2 To Hit when declaring an attack against a target in a location with Dark.

*Now the hard part:
finding batteries.*

Equipment

TM & © 2005 Canam GA. Game Design © 2005 Providence.

Flight Control Facility



All SkyNet characters with Flight gain +1 To Hit. In addition, the event Search Pattern now requires 3 to play while this location does not have the Damaged resource.

SkyNet's aerial coordination and tactics are formulated here.

Exterior - Future
Computers - Hi Tech

LOCATION: EXTERIOR

TM & © 2005 Canam GA. Game Design © 2005 Providence.

For a Price



While at a location with the SkyNet Item resource, rotate your Medic and search your Draw deck for a SkyNet Item Implant of 4 or less Production. Permanently add it to a Human at the Medic's location ignoring restrictions and Production costs.

*The price of survival was my...
humanity. --Black Knight, Covert Ops*

Future
Resistance Player

TM & © 2005 Canam GA. Game Design © 2005 Providence.

Forward Offensive



Gain 2 Mission Points. Play when your characters kill all opposing Main Characters at a location that was brought into play by an opposing Player. You gain 3.

Someway, somehow, we are going to have to break through their defenses. We must succeed. --Lt. Ryan, Iron Guard

MISSION

TM & © 2005 Canam GA. Game Design © 2005 Providence.

Garbage Man



Rotate Garbage Man at a location with Equipment and search your Draw deck for the first Equipment item and add it to your hand.

It's amazing what people throw away. Someday I'm gonna hit the Mother Lode.


Dumpster
Human

2 SP
2 PW
1 MTP

SUPPORTING CHARACTER

TM & © 2005 Canam GA. Game Design © 2005 Providence.

Genocide



SkyNet Player

Play when a Resistance Player's character kills a Human Supporting Character. You gain Mission Points equal to the Importance rating of that Supporting Character.

*Analysis complete:
Humans value their own insignificant lives more than their species as a whole.*

TM & © 2000 Cerna DA. Game Design © 2000 Providence

Ginger Ventura



Past - Apartment Complex
Human

Singular. Rotate Ginger at Tech Noir and search your Draw deck for the event Out Dancing and add it to your hand.

Better than mortal man deserves.

TM & © 2000 Cerna DA. Game Design © 2000 Providence

Glancing Blow



+1 Resistance (or +2 Resistance if this character has Armor). In addition, if this character is Lucky, one declared attack against him is cancelled and he gains 1 Damage token. Discard any Body Armor items this character is carrying.

It only grazed me, I'll be alright.

TM & © 2000 Cerna DA. Game Design © 2000 Providence

Glass Shards



+1 Damage.
In addition, +2 Damage if this is Ranged Combat and defender is in an Interior location.

A thousand shards of glass are as deadly as one well-placed bullet.

TM & © 2000 Cerna DA. Game Design © 2000 Providence

Glitch in the System



Target an Implant. This Implant gains the Damaged resource until the end of the current turn. If played during a combat sequence, it must be played prior to the Roll To Hit step.

Hit 'em hard enough and sometimes you can short something out.

TM & © 2000 Cerna DA. Game Design © 2000 Providence

Gramps



Future - City Ruins
Human - Resistance
Tactics - Veteran

Singular. Gain 1 at the beginning of every Ready round if you control Gramps.

Listen to him, he knows what he's talking about.

TM & © 2000 Cerna DA. Game Design © 2000 Providence

Gruesome Transport



Begin the game with one item with the Future restriction. However, you must also begin the game with one less Main Character. Only playable by Resistance Players. You can be killed long before most missions even begin when you volunteer to transport an item back through time. --Pvt. Garstin, Iron Guard

TM & © 2000 Cerna DA. Game Design © 2000 Providence

65gt. Valdez



Human - Resistance
Brave - Demolitions
Marksman

If you do not play a condition, Valdez may begin play with any Military Arms item from your Draw deck.

Cold and calculating, he excels at exploiting his enemy's weaknesses.

TM & © 2000 Cerna DA. Game Design © 2000 Providence

Guard Dogs



Observatory
Animal - Brave - Lethal

Does Power +2 Damage. Rotate and remove from play to cancel an attack against a Human character at the same location. May also be found at any Firebase location.

Undying loyalty is bred into these often overlooked soldiers.

TM & © 2000 Cerna DA. Game Design © 2000 Providence



Human Error



Play when your Terminator with Infiltration was hit by a Human's attack. Redirect this attack to a Human Supporting Character that you control at your Terminator's location.

My God... what have I done?

TM & © 2000 Caves® DA. Game Design © 2000 Providence.

Human Intuition



+1 Resistance.
In addition, +2 Resistance if Human has Tactics or Veteran.

Human impulsiveness has the potential to turn a disastrous situation into a minor injury.

TM & © 2000 Caves® DA. Game Design © 2000 Providence.

Hypersonic Emitter



Requires Terminator. Rotate this item and target one Animal at the same or adjacent location. That character is immediately rotated with no effect and its effect text may not be used until the end of this turn. Limit 1 per Terminator.

A very hi-tech dog whistle.

Future - SkyNet Item Implant

TM & © 2000 Caves® DA. Game Design © 2000 Providence.

Inconsequential



Resistance Player

Target a Supporting Character that was just killed by a Resistance Player. That character is not removed from play but is instead simply discarded. No SkyNet Players gain any Importance Points from its death.

If they were THAT important, fate wouldn't let them die, right?

TM & © 2000 Caves® DA. Game Design © 2000 Providence.

Industrial Sabotage



Permanent. Play on a location with the Factory resource. During the Staging round, rotate a character with Demolitions currently at that location. It gains the Damaged resource if that character is alive at that location at the end of the Search round.

If he can just stay alive long enough to set the charges, we might have a chance.
--Pvt. Gentil

TM & © 2000 Caves® DA. Game Design © 2000 Providence.

Ineffective Weaponry



SkyNet Player

Target SkyNet character gains +2 Resistance. All bonuses to Damage from events and Ammo items without the Future restriction used against this character are cancelled.

With these weapons? I don't know if we could even scratch it.

TM & © 2000 Caves® DA. Game Design © 2000 Providence.

Infiltrator



Terminator - SkyNet Infiltrator - Lethal

Armor 1.

He absolutely will not stop...EVER...until you are dead.

TM & © 2000 Caves® DA. Game Design © 2000 Providence.

Infiltrator Assembly Plant



Interior - Future Factory - Hi Tech SkyNet Item

Distinct. During the Production step, spend 2 Production and rotate one of your Drones to search your Draw deck for the first SkyNet Main Character and add it to your hand.

Mechanical procreation at its height, machines building machines.

TM & © 2000 Caves® DA. Game Design © 2000 Providence.

Inhuman Resilience



SkyNet Player

+1 Resistance.
In addition, +1 Resistance if Terminator and/or +1 Resistance if this Terminator is at the same location as 3 or more opposing characters.

Damage acquired. Systems check. 98% functional. Mission parameters updated. Target will not escape.

TM & © 2000 Caves® DA. Game Design © 2000 Providence.

Inspiration



Discard one card from your hand to immediately draw the top 2 cards from your Draw deck.

Clear your mind and let discipline guide your fate.

TM & © 2000 Cansh DA. Game Design © 2000 Precedence

Interrogation Room



Interior - Past
Confined - Secure

Distinct. Once per turn, any player may rotate his Main Character at this location to gain 1 while a Human Supporting Character is present. May only be adjacent to Secure locations.

We can do this the easy way or...

TM & © 2000 Cansh DA. Game Design © 2000 Precedence

Intuitive Reflexes



Resistance Player

Play during Combat Declaration. All attacks declared by and against this Veteran character gain -4 To Hit.

I've been at this so long, I can almost do that in my sleep.

TM & © 2000 Cansh DA. Game Design © 2000 Precedence

Investigative Reporter



1 SP
2 PW
2 IMP

Past - Alleyway or Dark Alley
Human - Brave

Rotate Investigative Reporter and target one character at his location, this character gains -1 Movement Points. Investigative Reporter may not declare attacks.

These reporters were the first to try to warn the public. They were silenced.

SUPPORTING CHARACTER

TM & © 2000 Cansh DA. Game Design © 2000 Precedence

Iridium Power Cell



3

Future - SkyNet Item
Implant

Requires Terminator. +2 Movement Points. Roll a die when the owner is destroyed. If 1-3 then no effect. If 4-6 then all characters at owner's location gain 2 Environmental Plasma Damage. Limit 1 per Terminator.

An inexhaustible, and unstable, source of power.

SKYNET ITEM

TM & © 2000 Cansh DA. Game Design © 2000 Precedence

Isolated Side Street



Exterior - Past/Future
Open

Distinct.

Weren't we just here?

LOCATION: EXTERIOR

TM & © 2000 Cansh DA. Game Design © 2000 Precedence

Kevlar Body Armor



Weaponry
Body Armor

Armor 1 vs. Close Combat. Armor 2 vs. Ranged attacks. Limit 1 Body Armor per character.

Good enough for the Marines.

ITEM

TM & © 2000 Cansh DA. Game Design © 2000 Precedence

Kill Shot



1


Target Sniper gains +2 To Hit in Long-Ranged Combat. Gain an additional +2 To Hit if this Sniper did not move this turn. Rotate the Ranged item used at the end of the Combat sequence.

*Sgt. Maj. Jensen?
He's the best shot we have.*

EVENT

TM & © 2000 Cansh DA. Game Design © 2000 Precedence

Kitchen



Interior - Past - Cover

Distinct.

Who ordered this?

LOCATION: INTERIOR

TM & © 2000 Cansh DA. Game Design © 2000 Precedence

Knight IV



Human - Resistance
Hacker - Marksman
Scout

If this character is alone at a location at the end of the Production step, he may move to an adjacent location.

*He's our best at outmaneuvering the machines.
--King III, Covert Ops.*

COVERT OPS

TM & © 2000 Cansh DA. Game Design © 2000 Providence

Laser Defense Grid



Future
Barrier

Barrier *. Rotate your character during the Staging round to deploy this Barrier across his current location with Hi Tech or Computers and an adjacent location. This Barrier rating is equal to the number of locations in play with Hi Tech and/or Computers. (To a maximum of Barrier 12)

Defense grid activated. Search mode enabled. Target acquisition 100%

EVENT

TM & © 2000 Cansh DA. Game Design © 2000 Providence

Late-Breaking Story



Permanent. Play on a Terminator with Infiltrator. It gains -2 Infiltration. Limit 1 per character.

Once again Sarah Connor, mother of two was brutally shot to death in her home this afternoon...

EVENT

TM & © 2000 Cansh DA. Game Design © 2000 Providence

LCpl. Devin



Human - Resistance
Hacker - Marksman
Scout - Sniper

Rotate to add +2 To Hit to one of your characters with Sniper at his location.

*Range: 1025 meters.
2 degrees North.*

BLACK SHIELD UNIT

TM & © 2000 Cansh DA. Game Design © 2000 Providence

Leading By Example



Resistance Player

Gain 1 Mission Point. Play at the end of a Combat sequence in which your Leader was the target of an opposing character's attack but survived. +1 Mission Point if you control at least one other Human at the same location.

Tell the men that we will fight to the last of us

MISSION

TM & © 2000 Cansh DA. Game Design © 2000 Providence

Lethal Timing



Play on a character with Lethal at location with either the Cover or Confined resource. This character gains +X to Damage in Close Combat, where X is equal to its current Speed.

Sometimes it's not about how hard, but how fast.

EVENT

TM & © 2000 Cansh DA. Game Design © 2000 Providence

Light Assault Infiltrator



Terminator - SkyNet
Infiltrator - Lethal - Tactics

Armor 2. T-803 gains Retractable Claws at no Production cost from the Draw deck when it enters play. T-803 is +1 To Hit against Humans while it has Infiltration.

*T-803 CSM-104 Unit KND.1.
She likes to cuddle.*

TM & © 2000 Cansh DA. Game Design © 2000 Providence

Limited Resources



Permanent. Play on one location with the Factory resource. Each time a Main Character is brought into play at this location, its owner gains -1 Handsize. Rotate D-80411 Servo-Admin Drone at this location to cancel and discard this event. When this card leaves play, restore any hand size lost from this event.

Resources insufficient. 12% expected production delays.

EVENT

TM & © 2000 Cansh DA. Game Design © 2000 Providence

Living Room



Interior - Past
Civilian - Confined

Distinct. Remove 1 Damage token from every Human or Animal in this location at the end of the Search round. May only be adjacent to Civilian locations.

Rest here, for now.

LOCATION INTERIOR

TM & © 2000 Cansh DA. Game Design © 2000 Providence

Locked Storeroom



Interior - Past/Future
Military Arms - Weaponry
Secure

Distinct. During the Search round, rotate Locked Storeroom and one of your characters that can use Military Arms. Search your Draw deck for the first Military Arms item and add it to the character.

This must be where they keep the good stuff.

TM & © 2000 Canali SA. Game Design © 2000 Providence

LS-81 Laser Sight



Weaponry Attachment

Requires Small Arms or Rifle. Item gains +1 To Hit.

Just aim the red dot where you want the bullet to go.

TM & © 2000 Canali SA. Game Design © 2000 Providence

Lt. Ryan



2 SP
4 PW

Human - Resistance
Brave - Leader - Marksman
Tactics - Veteran

All of your characters at Ryan's location gain +1 To Hit. All of your characters from the Iron Guard regiment gain +1 Power while at or adjacent to Ryan's location.

He brings out the best in his platoon.

IRON GUARD
MAIN CHARACTER - RESISTANCE

TM & © 2000 Canali SA. Game Design © 2000 Providence

M-16A1 Standard Issue



Military Arms
Long-Range - Rifle

Does 9 Damage. +1 Damage if owner has Marksman. M-16A1 Standard Issue may also be used by characters with the Police resource.

A serious weapon with single, triple, and full auto trigger modes.

TM & © 2000 Canali SA. Game Design © 2000 Providence

M31A - Phosphorous Grenade



Military Arms
Explosive - Short-Range

Rotate owner and discard this item during Combat Declaration. All characters (except H-Ks) at its owners location gain 2 Environmental Damage unless they can roll their current Defense or lower. Characters with the Demolitions resource are unaffected by this item.

Grenaaaaaaade! Take Cover!

TM & © 2000 Canali SA. Game Design © 2000 Providence

M41 - Range Finder Scope



Military Arms
Attachment

Requires Rifle. Rotate owner and target one opposing character at the same or an adjacent location. All of your characters at owner's location gain +2 To Hit that opposing character.

We have 3 clicks, 50 meters ahead, 11 o'clock, just beyond those ruins...

TM & © 2000 Canali SA. Game Design © 2000 Providence

M45 - Thermal Imaging Scope



Military Arms
Attachment

Requires Rifle. Item gains +1 To Hit. Rotate this item to view a Hidden marker at or adjacent to owner's current location.

The device scans through walls, doors, boxes, clothing... people.

TM & © 2000 Canali SA. Game Design © 2000 Providence

M71 - Armored Tactical Helmet



Military Arms
Attachment

Requires Body Armor. Owner gains +1 Armor and is not affected by To Hit penalties from Dark.

*The night time is the right time.
-Rock II - Covert Ops*

TM & © 2000 Canali SA. Game Design © 2000 Providence

Main Street



Exterior - Past
Civilian - Open

In addition to its normal adjacencies, Main Street is considered adjacent to all locations with Street in their name.

Just take Main Street. It'll get you where ever you need to go.

LOCATION - EXTERIOR

TM & © 2000 Canali SA. Game Design © 2000 Providence

Maj. Villalobos

3
SP
4
PW

Human - Resistance
Brave - Leader - Lethal
Lucky - Veteran

All of your Animals gain +1 Speed and +2 Power while at a location with a member of Canine Support. Rotate Villalobos at your Firebase to redirect any attack to one of your Animals within that attack's range.

Villalobos generates a powerful sense of duty and loyalty in his charges. Each animal will give its life at his command.

Canine Support

TM & © 2000 Canine DA. Game Design © 2000 Providence

Maj. Wiggs

2
SP
4
PW

Human - Resistance
Leader - Scout
Tactics - Veteran

All of your characters from the Black Shield Unit regiment gain +1 Speed. While Wiggs is at a location with the Firebase resource, Hunter-Killers may not target any Black Shield Unit member at a location with the Dark resource.

Move it, recruits!
Time is running out.

Black Shield Unit

TM & © 2000 Canine DA. Game Design © 2000 Providence

Makeshift Barricade

Barrier

Barrier 1. Rotate your character any time during the Staging round to deploy this Barrier across his current location and an adjacent Exterior location. Each additional character that you control at this location that immediately rotates increases the Barrier rating by +1.

Keep working people!

Event

TM & © 2000 Canine DA. Game Design © 2000 Providence

Manhole

Permanent. Play on one Exterior location. It is now considered adjacent to all Sewer locations.

But it's dark in there!

Event

TM & © 2000 Canine DA. Game Design © 2000 Providence

Manstopper Rounds

Weaponry
Ammo

Requires Shotgun. Item does +2 Damage. Discard this Ammo at the end of a combat sequence if you roll a natural 1 or 2 To Hit while using this item.

Now this is stopping power.

Item

TM & © 2000 Canine DA. Game Design © 2000 Providence

Matt McCallister

2
SP
4
PW
1
IMP

Past - Suburban Street
Human - Brave

Singular. Does Power +2 Damage while at a location with other Supporting Characters.

Don't make me bust you up, man!

Supporting Character

TM & © 2000 Canine DA. Game Design © 2000 Providence

Maximum Production

Future
SkyNet Player

Gain 1 Mission Point. Play when you spend 25 or more Production at one location in one Production step. All of your Drones generate +1 Production for the remainder of the game.

Optimum assembly production achieved.

Production

TM & © 2000 Canine DA. Game Design © 2000 Providence

MD301 Bio-Spray

Future - Equipment

Requires Medic. Discard this item to remove all but 1 Damage token a Human or Animal character at the owner's location.

Covert Ops acquired a limited supply of these reconstructive nanites from a SkyNet laboratory.

Item

TM & © 2000 Canine DA. Game Design © 2000 Providence

MD304 Burn Kit

Future - Equipment

Discard this item to cancel 1 Environmental Damage (or 2 if Medic) about to be applied to the owner. May be used during Combat Resolution.

Relax kid. You'll be fine. Ya just burned your eyebrows off. --Col. Rensy, Iron Guard

Item

TM & © 2000 Canine DA. Game Design © 2000 Providence

Medium Assault Infiltrator



4
8
FW
4
12

Terminator - SkyNet Infiltrator - Lethal Marksman

Armor 2. T-808's To Hit ability is not reduced by Damage tokens. T-808 gains any one Implant at no Production cost from the Draw deck when it enters play.

Structural damage acquired. Systems efficiency 57%. Compensating. Combat and mobility increased efficiency to 94%.

T-808 CSJH-103

TM & © 2000 Cansh DA. Game Design © 2000 Providence.

Misfire



Target one Ranged Item before the Roll To Hit step. All declared attacks with that item are cancelled and it gains the Damaged resource until the end of the current turn. Any Player may pay 3 to cancel Misfire as it is played.

Never forget that your weapon was made by the lowest bidder.
--Sgt Murphy

TM & © 2000 Cansh DA. Game Design © 2000 Providence.

Mission Debriefing



Unique. Play when you or your characters complete a mission. Rotate your Hacker or Programmer and spend 2 to gain +1 Mission Points or spend 4 to gain +2 Mission Points.

You will tell me everything. From enemy positions to how many rounds were fired.
--6Sgt. Valdez, Delta Company

TM & © 2000 Cansh DA. Game Design © 2000 Providence.

Mistaken Identity



Target a Supporting Character that is being removed from play and discard it instead. Search your Draw deck for the first Supporting Character with Importance 2 or less and this character is removed from play (Protected or killed).

Sarah Connor... Are you Sarah Connor?

TM & © 2000 Cansh DA. Game Design © 2000 Providence.

Mobile Assault Unit



4
8
FW
14

Terminator - SkyNet Lethal - Marksman

Armor 4. If T-835 has 2 Arm-Mounted Gatling Guns, it may declare a separate attack with each Implant whenever the T-835 attacks, at -1 To Hit. This character may only pick up or use SkyNet Items and is not subject to Outnumbering penalties.

We hid like rats in our tunnels and were safe from the H-K's. But these bastards could follow us.

T-835 HCC-74

TM & © 2000 Cansh DA. Game Design © 2000 Providence.

Move It



Play at the beginning of your segment of the Movement step. All of your characters gain +2 Movement Points.

Do exactly what I say. Exactly!
--Sgt. Kyle Reese, 132nd Eagle Watch

TM & © 2000 Cansh DA. Game Design © 2000 Providence.

Multiple Target Acquisition



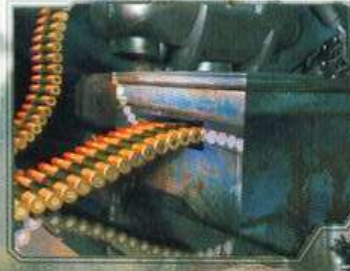
SkyNet Player

Play during the Roll To Hit step when a Terminator using Small Arms has hit its target. That Terminator may immediately declare a second attack using the same weapon at -1 To Hit.

Target 4 acquired... Target 4 Terminated. Target 5 acquired... Target 5 Terminated. Moving to new location.

TM & © 2000 Cansh DA. Game Design © 2000 Providence.

Munitions Hold



2

Future - SkyNet Item

Owner of Munitions Hold is not forced to discard any Ammo item when he rolls a 1 or 2 in Combat while using that item.

Munitions scan. Reserves are at maximum capacity. Clear to begin.

TM & © 2000 Cansh DA. Game Design © 2000 Providence.

Murphy's Law



Permanent. Target an item in play with the Damaged resource. The Damaged resource is now permanently added to this item. Discard this event only when the Damaged resource is removed. Not a legal target for Entropy or Shifting Sands.

If things can go wrong, they will go wrong, especially when you need them most.

TM & © 2000 Cansh DA. Game Design © 2000 Providence.

Nightfall

All Exterior locations gain the Dark resource. If any Player plays the condition Daybreak, the effect text of Nightfall and Daybreak are both cancelled.
All manner of vermin roam the streets under a cloak of anonymity when the sun goes down.

CONDITION

TM & © 2000 Canab DA. Game Design © 2000 Providence

Nightmares



Play on a Human. He is rotated for no effect and may not leave his current location. If played during a combat sequence, it must be played prior to the Roll To Hit step.

Sweet dreams are whatever gets you through the night. Nightmares are what's waiting when you wake up. --Gramps, 132nd Eagle Watch

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence

Oath of Allegiance: 132nd Eagle Watch



Resistance Player

Permanent. Play on your Veteran character when your only Leader is removed from play. This Veteran character gains the Leader resource and is now part of the 132nd Eagle Watch Regiment. Lose any previous Regiment affiliation.

We only recruit the best... of the best.

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence

Oath of Allegiance: Black Shield Unit



Resistance Player

Permanent. Play on your character when he rolls To Hit at least 3 higher than his target's current Defense. This character gains the Marksman resource and is now part of the Black Shield Unit Regiment. Lose any previous Regiment affiliation.

They will follow you to hell and back. Make damn sure it is worth the trip. --Sgt. Maj. Jensen, Black Shield Unit

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence

Oath of Allegiance: Covert Ops



Resistance Player

Permanent. Play on your character using Hidden movement. This character gains the Scout resource and is now part of the Covert Ops Regiment. Lose any previous Regiment affiliation.

As of now, you don't officially exist. --King III, Covert Ops

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence

Oath of Allegiance: Delta Company



Resistance Player

Permanent. Play on your character when he destroys a Barrier that was brought into play by another Player. This character gains the Demolitions resource and is now part of the Delta Company Regiment. Lose any previous Regiment affiliation.

Short version: You learn to break things. Long version: There is no long version. --Pvt. Furious, Delta Company.

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence

Obliteration



Target one character as it is killed. That character and all of his items are removed from play.

Well there's his boot. Gee-zuz! What the Hell happened to him?

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence

Observatory



Exterior - Past/Future Open

Rotate your character at this location and this location to view a Hidden marker at any Exterior location in play.

You can see a lot from here.

LOCATION: EXTERIOR

TM & © 2000 Canab DA. Game Design © 2000 Providence

Obstructions



Target one location during the Movement step. All characters at that location gain -2 Movement Points.

Watch your step!

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence

Ocular Implant: Infrared Optics



Future - SkyNet Item
Implant

Requires Terminator. Owner does not gain -2 To Hit when targeting characters in locations with Dark. Rotate this Implant to view all Hidden markers at owner's location. Limit 1 Ocular Implant per character.

2 heat signatures located. Targets acquired, 7.6 meters. [Optics, Hiding] Targets terminated. Resume scan.

3

TM & © 2000 Canam-CA. Game Design © 2000 Providence.

Ocular Implant: Retinal Laser



Future - SkyNet Item
Implant - Longed-Range

Requires Terminator. Does 9 Damage. Terminator with Infiltrator permanently gains -2 Infiltration when this item is first used. Limit 1 Ocular Implant per character.

Difficult to produce, these implants are mainly found in terminators with high profile targets.

4

TM & © 2000 Canam-CA. Game Design © 2000 Providence.

Ocular Implant: Targeting Matrix



Future - SkyNet Item
Implant

Requires Terminator and Marksman. +1 To Hit with Ranged items. Targeting Systems Failure and Distractions may not target this character. Limit 1 Ocular Implant per character.

Target Acquired. Range: 23.7 meters. Calculating Target Velocity. Compensating.

3

TM & © 2000 Canam-CA. Game Design © 2000 Providence.

On Your Feet, Soldier



2

Ready a rotated character. No cost if the character is Lucky or Brave.

*I said, on your feet, NOW!
--Sarah J. Connor*

TM & © 2000 Canam-CA. Game Design © 2000 Providence.

Orbital Control Center



Future - Future
Hi Tech - Open

At the start of the Staging round, if there is only one character present, its owner may rotate this location to view one random card from any one opponent's hand. He may pay 3 to discard that card.

I don't care how many men you're losing! I said: hold that location! I know Rock if he can break their codes. --Black Knight, Covert Ops

LOCATION: EXTERIOR

TM & © 2000 Canam-CA. Game Design © 2000 Providence.

Orphan



2 SP
2 PW
1 MP

Future - Ruined Street
Human - Bravo

Terminators with Infiltrator at this Orphan's location gain -1 Infiltration.

Children can often look right into your soul... that is if you have one.

SUPPORTING CHARACTER

TM & © 2000 Canam-CA. Game Design © 2000 Providence.

Outclassed



Past

2

Play before the Roll To Hit step and target one Terminator. If the target does not have any Damage tokens, all declared attacks against this character are cancelled.

Backup power supply rerouted. Primary systems temporarily restored. Primary objective: Unchanged.

TM & © 2000 Canam-CA. Game Design © 2000 Providence.

Out Dancing




Target one Player at the end of the Search Declaration step. That Player's characters may not find any Supporting Characters this turn.

Hi! Sarah and Ginger are not available at the present time. Please leave your name and number at the beep.

TM & © 2000 Canam-CA. Game Design © 2000 Providence.

Out of Stock



Permanent. Play on a location. Items may not be found at this location during the Search round. Any Player may pay 2 to cancel Out of Stock as it is played.

Just what you see, pal.

TM & © 2000 Canam-CA. Game Design © 2000 Providence.

Overproduction



Future - SkyNet Player

Play at the beginning of the Production step. All of your Drones generate +1 Production, but you may not discard or draw during the following Discard and Draw round. You may only play Overproduction once per turn.

Drones in the presence of a Servo-Admin can construct a Hunter-Killer in half the normal time.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Packrat



Future - Underground Archives
Human - Mechanic

-1 To Hit. Rotate Packrat to take the top card from your Draw deck and add it to your hand.

He has stuff that he swears came from the Titanic.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Parking Lot



Exterior - Past
Cover - Open

Not the safest place to park your Mercedes.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Pawn III



Human - Resistance
Hacker - Lucky - Scout

Pawn III gains +2 Defense vs. Long-Ranged attacks.

The estimated lifespan for an advance scout is 3 months. Good luck.
--Knight IV, Covert Ops

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Pawn Shop



Exterior - Past
Equipment - Weaponry

During the Search round, rotate your character to search your Draw deck for the first item with either Weaponry or Equipment. Place the item on that character. Effect may be used by multiple characters. Characters with Lucky can search for one Weaponry item of their choice.

Nice watch... I'll give ya fifty bucks for it.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Perfect Disguise



SkyNet Player

Play when a Human declares an attack on a ready Terminator with Infiltration. The attack is cancelled and you take 1 from the owner of that Human. This Terminator may not declare an attack this round.

I had to wait 'til he made his move on you before I could zero in.
--Sgt. Kyle Reese, 132nd Eagle Watch

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Perimeter Patrol Dogs



Future - Surplus Depot
Animal - Lethal

Does Power +3 Damage. Terminators with Infiltrator at this Perimeter Patrol Dogs' location gain -1 Infiltration.

We use 'em to detect Infiltrator units.

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Phased Plasma Charge



Future - Military Arms
Explosive - Short-Ranged

Does 14 Damage. This item's Damage is not reduced by Armor if owner has Demolitions. Discard this item at the end of a Combat Sequence if you roll a natural 1, 2, or 3 To Hit while using it.

The right amount of attitude adjustment. --Pvt. Furious, Delta Company

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Phone Book



Past

Search through your Draw deck for any Supporting Character, show it to your opponent, and add it to your hand.

Let your fingers do the walking...

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Pipe Bombs



Equipment
Explosive - Short-Range

Does 10 Damage. If owner does not have Demolitions and the To Hit roll is a natural 1, the attack is cancelled and the owner is killed. Discard after use.

Nitroglycerin, basically. Maybe a bit more stable.

TM & © 2000 Caelar DA. Game Design © 2000 Providence.

Plasma Dampening Field



Future - SkyNet Item
Implant

Requires Terminator. Rotate this item during Damage Resolution to cancel up to 2 points of Environmental Plasma Damage from 1 attack against its owner. Owner may spend 2 to immediately ready this item. Limit 1 per Terminator.

Their technology continually evolves. They are always adapting to resist our best weapons.

TM & © 2000 Caelar DA. Game Design © 2000 Providence.

Plasma Overload



Permanent. Play on a Ranged item with the Plasma resource. Whenever this item is used in an attack, compare the natural To Hit roll with the following: 1-4: The attack declared with this item is cancelled, 5-6: the attack gains +2 Environmental Plasma Damage.

Where's that humming coming from? Ahhh SH.....!

TM & © 2000 Caelar DA. Game Design © 2000 Providence.

Point Blank



Your character declaring a Short-Range attack gains +2 To Hit and Damage. He may not use any events that increase Defense and/or Resistance for the duration of this round.

How can I miss at this range?

TM & © 2000 Caelar DA. Game Design © 2000 Providence.

Police Officer



2 SP
3 PW
1 MP

Past - Main Street
Human - Marksman - Police

When Police Officer is found you may search your Draw deck for a Small Arms item and place it on him.

Some people were trying to hold society together even before it all fell apart.

SUPPORTING CHARACTER

TM & © 2000 Caelar DA. Game Design © 2000 Providence.

Police Station



Exterior - Past - Civilian
Equipment - Secure Weaponry

This location will declare a Short-Range attack at +2 To Hit and 10 Damage against any Terminators without Infiltration and any characters with the Wanted event played on them as they enter it.

Most likely the safest place in the city.

LOCATION EXTERIOR

TM & © 2000 Caelar DA. Game Design © 2000 Providence.

Power Spike



1 Target one SkyNet character when it is brought into play. (Although all production costs are paid) This character will not come into play at that location until the following Production step.

Warning: Power spike detected. Initiate system pause to prevent damage.

TM & © 2000 Caelar DA. Game Design © 2000 Providence.

Preach the Future



Past
Resistance Player

Gain 1 Mission Point. Play when a Terminator without Infiltration enters a location where you control Supporting Characters.

*See! I'm not crazy!
It's a machine from the future!*

MISSION

TM & © 2000 Caelar DA. Game Design © 2000 Providence.

Predicted Outcome



2 Whenever you play an event requiring , roll a die. If the roll is higher than the required cost, this cost is considered paid. If the roll is equal to or less than the required cost, that event is considered cancelled and discarded. Discard after 3 turns.

It is said that it is impossible to predict all eventualities though the Machines still try.

SkyNet Player

TM & © 2000 Caelar DA. Game Design © 2000 Providence.

Primal Fear



SkyNet Player

① Play when a SkyNet character kills its target in Close Combat. All Human Supporting Characters at its location immediately become uncontrolled until that SkyNet character leaves that location.

A well cooked meal may be the best way to a man's heart, but it's not the FASTEST.

TM & © 2000 Canan DA. Game Design © 2000 Providence.

Prime Directive



SkyNet Player

Gain 2 Mission Points. Play when one of your characters declares an attack with a final To Hit modifier of -2 or worse against an opposing Main Character. The defender must be hit and killed as a result of this attack.

Target acquired. Target lost. Target acquired. Target terminated. Mission parameters executed.

TM & © 2000 Canan DA. Game Design © 2000 Providence.

Priorities Rescinded

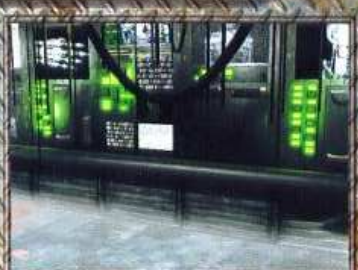


Play as a mission is completed. Cancel and discard that completed mission if you cancel and discard one of your own completed missions valued at the same or more Mission Points.

What began as your ultimate goal may turn out to be a complete waste of time.

TM & © 2000 Canan DA. Game Design © 2000 Providence.

Processor Bank



Interior - Future Computers - Hi Tech

Distinct. During the Production step, gain Handsize +1 for every Drone you rotate at this location (these effects are cancelled if there are opposing characters present). This bonus to handsizes lasts until the end of the current turn.

It keeps getting faster... smarter.

LOCATION: INTERIOR

TM & © 2000 Canan DA. Game Design © 2000 Providence.

Protection




All your Resistance Main Characters are +1 Speed and +1 Power while a Human Supporting Character is at their location. Your Supporting Characters may not carry or use Ranged or Close Combat items.

I came across time for you, Sarah.
--Sgt. Kyle Reese, 132nd Eagle Watch

CONDITION

TM & © 2000 Canan DA. Game Design © 2000 Providence.

Puppet Strings



Target one Human Supporting Character in play. This character may not leave its current location and may not perform any actions this turn.

Sometimes cooperation is forced upon a character against his will.

TM & © 2000 Canan DA. Game Design © 2000 Providence.

Pvt. Baker



Human - Resistance Brave - Demolitions Lethal - Mechanic

Baker's items may not gain the Damaged resource. Rotate Baker to remove the Damaged resource from an item at his location.

You bust 'em, he fixes 'em.

MAIN CHARACTER: RESISTANCE

TM & © 2000 Canan DA. Game Design © 2000 Providence.

Pvt. Furious



Human - Resistance Demolitions - Veteran

Rotate Furious to search your Draw deck for the first event or mission card that requires Demolitions and add it to your hand. Gain 1 Damage token every time this ability is used.

If force doesn't solve your problem, you aren't using enough.

MAIN CHARACTER: RESISTANCE

TM & © 2000 Canan DA. Game Design © 2000 Providence.

Pvt. Garcia



Human - Resistance Marksman - Medic

Whenever an Animal that you control is killed while Garcia is in play, it is shuffled into your Draw deck and not discarded or removed from play.

I could have sworn that dog wouldn't be back for duty.
--Maj. Villalobos, Canine Support

MAIN CHARACTER: RESISTANCE

TM & © 2000 Canan DA. Game Design © 2000 Providence.

Pvt. Garstin



2 SP
4 PW
0 IMP

Human - Resistance
Brave - Medic - Mechanic

Rotate Garstin with a First Aid Kit to remove all Damage tokens from a Human or Animal at his location.

He can put you back together again, if they can find most of your pieces.

TM & © 2000 Cerna DA. Game Design © 2000 Providence.

Pvt. Gentil



2 SP
3 PW
0 IMP

Future - Rubble Hills
Human - Resistance
Brave - Hacker - Unlucky

Singular. Rotate this character and reveal the top card of every Player's Draw deck.

A young soldier, but talented. He's proven himself to us many times already.
--Rook II, Covert Ops

TM & © 2000 Cerna DA. Game Design © 2000 Providence.

Pvt. Grey



3 SP
3 PW
0 IMP

Human - Resistance
Demolitions - Marksman
Scout - Sniper

When using Hidden movement, Grey may use 2 additional decoy markers.

Sole survivor of the Fox Hound massacre, he keeps to himself and keeps to the shadows.

TM & © 2000 Cerna DA. Game Design © 2000 Providence.

Quick Deployment



Future
SkyNet Player

Play at the beginning of the Staging round. All SkyNet characters currently at Starting Locations that their owner brought into play gain +1 Speed and +1 Power. This effect lasts until the end of turn.

Fresh off the line and ready to kill.

TM & © 2000 Cerna DA. Game Design © 2000 Providence.

Raging Inferno



Permanent. Play on a location with the Damaged resource. Each character at this location immediately gains 3 Environmental Damage. Every Ready round and when characters enter this location they each gain 1 Environmental Damage.

The pavement melted and cracked. Street signs warped and twisted around themselves. The air crackled with the heat. Nothing could have survived.

TM & © 2000 Cerna DA. Game Design © 2000 Providence.

Rational Explanation



Permanent. Play on a Terminator with Infiltrator. It gains +2 Infiltration. Limit 1 per character.

He was prollly on PCP; he prollly broke every bone in his hand. --Det. Sgt. Hal Vukovich

TM & © 2000 Cerna DA. Game Design © 2000 Providence.

Raze




Permanent. Rotate 2 of your characters with Demolitions at the same location. Each must be carrying an item with the Explosive resource. This location gains the Damaged resource.

Boom! --Pvt. Furious, Delta Company

TM & © 2000 Cerna DA. Game Design © 2000 Providence.

Recon Infiltrator



3 SP
5 PW
0 IMP

Terminator - SkyNet
Infiltrator - Scout - Tactics

Armor 1. +1 Defense against Ranged Attacks. Human characters may not declare attacks against T-806 until it first declares an attack or loses Infiltration. This character may have a maximum of 2 Implants.

Disguised as children they infiltrate and observe.

TM & © 2000 Cerna DA. Game Design © 2000 Providence.

Reconnaissance



Gain 2 Mission Points. Play at the end of the Search round and rotate your Scout or Sniper in a location brought into play by another Player. This character may not ready or move during the following turn.

Knight IV? He's the ghost in the Machine. --Pawn III, Covert Ops

TM & © 2000 Cerna DA. Game Design © 2000 Providence.

Reconstructive Nanites



2

Future - SkyNet Item
Implant

Requires Terminator. Remove this Item from play to remove up to 2 Damage tokens from this character (may not be used during Damage Resolution).
Stored in a hollowed out incisor, these miniature robots can mend flesh and steel at the molecular level.

TM & © 2000 Games DA. Game Design © 2000 Providence.

Recycling Operation

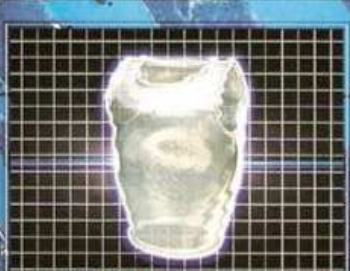


Future SkyNet Player

Gain 2 Mission points. Play this card when 3 or more item cards brought into play by an opposing Player are dropped at one of your Starting Locations. Remove these items from play.
Search mode activated. Reclamation of resources and materials complete. Obstacles... terminated.

TM & © 2000 Games DA. Game Design © 2000 Providence.

Refractive Cloaking Armor



Future - Military Arms
Body Armor

Armor 1. Requires Scout or Sniper. Owner gains Hidden movement with one decoy and one real token whenever he moves. Limit 1 Body Armor per character.
It renders the wearer undetectable. Perfect for covert operations.

TM & © 2000 Games DA. Game Design © 2000 Providence.

Reinforced Hardpoint



Future Barrier

Barrier 9. Rotate your character any time during the Staging round to deploy this Barrier across his current interior location and an adjacent location. Your characters may ignore the Barrier when declaring Ranged Attacks.
Identification code? Incorrect. Open Fire!

TM & © 2000 Games DA. Game Design © 2000 Providence.

Reinforced Structure



Barrier

Permanent. Play on a Barrier. Remove all of its Damage tokens and its Barrier rating is increased by +2. May not be played during a Combat sequence. Limit 1 per Barrier.
The kitchen sink? Sure, why not!

TM & © 2000 Games DA. Game Design © 2000 Providence.

Reinforcements



All Resistance Players may choose an additional Human Resistance Main Character from their Draw deck which begins play with the rest of their starting Resistance Characters.
Life is not always fair but things have a way of balancing out in the long run.

TM & © 2000 Games DA. Game Design © 2000 Providence.

Relentless



SkyNet Player

Permanent. Play on a SkyNet character. During its owner's segment of the Movement step when this character's Movement points are reduced to zero, its owner may spend 2 to immediately move it into an adjacent location.
The machines are supposed to be sentient, but that doesn't mean they know when to die.

TM & © 2000 Games DA. Game Design © 2000 Providence.

Reload



Target a Ranged item that is considered empty or out of ammo. This Ranged item is no longer considered out of ammo.
Always carry a spare clip, just in case.

TM & © 2000 Games DA. Game Design © 2000 Providence.

Remington 870



Weaponry
Long-Ranged - Shotgun

Short-Ranged: Does 8 Damage at +1 To Hit. Long-Ranged: Does 6 Damage. When Remington 870 is bought into play, you may spend 1 to search your Draw deck for the Manstopper Rounds and add it to this item.
Only takes one of these to clear the streets.

TM & © 2000 Games DA. Game Design © 2000 Providence.

Remote Tactical Uplink



Future - Equipment

At the beginning of the Production step, rotate your Hacker at a location with Hi-Tech or Computers that was brought into play by a SkyNet Player. The first 5 Production generated by that SkyNet Player is cancelled this turn.

Ever surf the SkyNet?

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Rerouting Emergency Power



Target a Terminator with the Infiltrator resource. Spend ∞ equal to the number of its Damage tokens. Remove all Damage tokens and this Terminator permanently loses the Infiltrator resource. If played during a combat sequence, it must be played prior to the Roll To Hit step.

They're only really dead when the eyes go out.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Research & Development Facility



Exterior - Future
Computers - Cover - Factory
Hi-Tech

During the Production step, a player with more Drones at this location than any other player may rotate this location to reduce the Production cost of the next SkyNet character built at this location this turn by 3 (cannot be reduced below 1 Production).

For machines, they can be incredibly creative and cruel.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Resistance Private



Human - Resistance
Marksman

Multiple Resistance Privates may be in play. At the end of any round that this character has survived an attack by an opposing character, you may replace him with the first Resistance Main Character from your Draw deck (Private goes to your Discard pile).

He has yet to make a name for himself.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Retractable Claws



Future - SkyNet Item
Close Combat - Implant

Requires Terminator. Does Power +2 Damage. +1 To Hit, if owner is Lethal. Limit 1 per character.

Increases their reach and are razor sharp.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Retroviral Engineering



Exterior - Future
Cover - Computers - Hi-Tech

Rotate this location and spend 20 Production that your Drones just generated in an adjacent location with the Factory resource to gain 4 Mission Points. This location remains permanently rotated for the remainder of the game.

AIDS, Ebola, hepatitis, none of these compare to what the machines are developing.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Rewriting History



All events with turn-based durations are immediately reduced or increased by one (your choice). This effect will not reduce a duration below one turn.

The Past is not written in stone nor is the Future predetermined.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Right Off The Assembly Line



Future SkyNet Player

Permanent. Play on an Exterior location with the Factory resource. Place a SkyNet Main Character from your hand under this event. Discard this event and bring this character into play at its current location at no Production cost after 4 turns.

Cyberdyne construction matrix, online. Engage.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Rook II



Human - Resistance
Hacker - Lucky - Scout

When using Hidden movement, Rook II may use 1 additional decoy marker and he adds an additional 2 Production penalty when using the Remote Tactical Uplink.

There is no strength in numbers. Gentili. Only a larger target.

TM & © 2000 Canam DA. Game Design © 2000 Precedence

Rubber Skin



Permanent. Play on a Terminator with Infiltrator, it gains -1 Infiltration. Limit 1 per character.

The 600 series had rubber skin. We spotted them easy.
--Sgt. Kyle Reese, 132nd Eagle Watch

TM & © 2003 Canam-CA. Game Design © 2003 Prescience.

Rubble Hills



Exterior - Future
Cover - Dark

The debris of our past is what we use as the foundation of our Future.

TM & © 2003 Canam-CA. Game Design © 2003 Prescience.

Ruined Flesh



Play on a Terminator without Infiltration. This Terminator may not declare a search for Human or Animal Supporting Characters. Discard this event after 5 turns or when this Terminator gains the Infiltration attribute.

I dunno, Officer. It was like a skeleton see, but metal. No. I am not drunk, I don't know where it went. I didn't stick around to find out.

TM & © 2003 Canam-CA. Game Design © 2003 Prescience.

Ruined Street




Exterior - Future
Dark - Open

Distinct. Characters may move from this location to another Ruined Street location for 2 Movement Points each.

Some roads are still in good enough condition to travel on.

TM & © 2003 Canam-CA. Game Design © 2003 Prescience.

Run!



+1 Defense.
 In addition, +1 Defense if Human and/or +1 Defense if military rank is Private. This event may not target a Veteran, Brave, or SkyNet character.

You don't have to be the fastest, just don't be the slowest.
--Gramps, 132nd Eagle Watch

TM & © 2003 Canam-CA. Game Design © 2003 Prescience.

Running Battle



You may pay 1 to play a second location from your Location deck during the Play Locations step.

We gotta keep moving!

TM & © 2003 Canam-CA. Game Design © 2003 Prescience.

S.W.A.T. Tactical Officer



3 SP
3 PW
1 INF

Part - Resistance Player
Human Box - Marine
Marksman - Tactics

Individual. Bring Tactical Officer into play (from your hand) at a location where you control a character when a Terminator without Infiltration enters. Search your Draw deck for the first item with Rifle and the first item with Body Armor and place these items on Tactical Officer.

John Connor drew the first Resistance fighters from guardsmen, police, any one who survived and could fire a gun.

SUPPORTING CHARACTER

TM & © 2003 Canam-CA. Game Design © 2003 Prescience.

Safehouse



Permanent. Play on a location with the Secure resource. Supporting Characters may now be Protected at this location. A Terminator may rotate at this location to remove this event from play.

Don't go near the windows and don't make any phone calls.

TM & © 2003 Canam-CA. Game Design © 2003 Prescience.

Salvage Operation



Gain 1 Mission Point. Play when your Lethal or Mechanic character kills an opposing SkyNet character. Gain +1 Mission Point for every SkyNet item that character was carrying. Remove that SkyNet character and its SkyNet items from play.

No reason to let all this gear go to waste.
--Packrat

MISSION

TM & © 2003 Canam-CA. Game Design © 2003 Prescience.

Sarah J. Connor



3 SP
2 PW
2 IMP

Past - Tech Noir
Human - Brave - Lucky

Persona. Singular. Every ready round Sarah is controlled by a Resistance player, place a resolve token on this card. When Sarah is protected by the Resistance or killed by SkyNet, count all resolve tokens as one Importance and 1 Mission Point.

The mother of the future.

SUPPORTING CHARACTER

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Sarah J. Connor



3 SP
2 PW
5 IMP

Past - Tech Noir
Human

Persona. Singular.

Do I look like "The mother of the future."?

SUPPORTING CHARACTER

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Sarah Louise Connor, Mother of Two



2 SP
2 PW
0 IMP

Past - Suburban House
Human

Singular. If this character is a valid target for an attack by any Terminator, it cannot declare an attack against any other target.

... was brutally shot to death in her home this afternoon.

SUPPORTING CHARACTER

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Sarge



3 SP
3 PW
0 IMP

Future - Barren Wasteland
Animal - Brave - Lethal

Singular. Does Power +3 Damage. Sarge gains a Free attack on every Drone or Terminator without Infiltration as it enters his location.

It's said that Sarge gave his life so that Sarah and John Connor could live. Sarge never left her side until the night the first infiltrators came.

SUPPORTING CHARACTER

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Savagery



Play on Lethal character declaring a Close Combat attack. That character gains +2 To Hit and +2 Damage.

Like a coiled spring, they can explode into savage action. One attack hardwired through evolution, the other programmed through SkyNet.

EVENT

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Scatter



① Target two of your characters at the same location. Each may immediately move to a different adjacent location. If played during a combat sequence, it must be played prior to the Roll To Hit step.

They can't follow all of us.

EVENT

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Schematic Download



Permanent. Play on and rotate your Hacker or Programmer at the same location as an opposing Terminator that has just been destroyed. Gain 1 every Ready round that your character chooses to remain rotated. Discard this event when this character readies.

You there...gently pick up its cranium. I am sure we can bypass the neural safeguards... what? Yes, pick up the 'brain bucket'.

EVENT

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Scouting Mission



① During the Search round, rotate your character to search your Draw deck for the first legally playable location and play it immediately. No cost if the character you rotated was a Scout.

The only way to win the war is to cover our ground and learn our terrain.

EVENT

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Search Pattern



All Hunter-Killers in play are rotated with no effect. Hunter-Killers may not declare any attacks and cannot leave their current locations for the rest of this turn. If played during a combat sequence, it must be played prior to the Roll To Hit step.

John taught us how to dust 'em.
-Sgt. Kyle Reese, 132 Eagle Watch

EVENT

TM & © 2000 Canam DA. Game Design © 2000 Providence.

Sentinel



Future
SkyNet Player

Permanent. Play on a location that you brought into play, if applicable it loses the Dark resource. If this location has the Hi-Tech resource, every unhidden opposing character that enters it is attacked by 10 Short-Range Damage. Limit 1 per location.

Automated spotlights and hidden laser turrets protect the sensitive areas.

TM & © 2000 Canam DA. Game Design © 2000 Precedence.

Servo-Admin Drone



Drone - SkyNet
Mechanic - Programmer
Tactics

Armor 4. Individual. During the Production step, rotate to gain 2 Production while at a location with the Factory resource or rotate to add +1 Production to all other Drones at its current location.

Production output enhanced within specified parameters.

TM & © 2000 Canam DA. Game Design © 2000 Precedence.

Sewage Tunnel Entrance



Exterior - Past/Future
Confined - Dark

When you bring Sewage Tunnel Entrance into play, you may search your Draw deck for a Sewer location and place it above this location.

Stay quiet. It may not find us here.

TM & © 2000 Canam DA. Game Design © 2000 Precedence.

Sewer



Interior - Past/Future
Confined - Dark

Distinct.

Let's hope it was just an alligator.

TM & © 2000 Canam DA. Game Design © 2000 Precedence.

Sgt. Hannum



Human - Resistance
Brave - Lethal
Tactics - Veteran

Rotate Hannum at any Firebase or Tech Noir locations to gain 1.

A bar room brawler and a formidable tactician.

TM & © 2000 Canam DA. Game Design © 2000 Precedence.

Sgt. Kyle Reese



Human - Resistance
Brave - Marksman
Veteran

Persona. +1 To Hit. Rotate Reese to move one of your characters at his location into an adjacent location. May not be used during the Roll To Hit or Damage Resolution steps.

Come with me if you want to live.

TM & © 2000 Canam DA. Game Design © 2000 Precedence.

Sgt. Kyle Reese



Human - Resistance
Brave - Marksman
Tactics - Veteran

Persona. +1 to Hit, +1 Armor, +1 Defense. Whenever an opposing character declares an attack, it must target Sgt. Kyle Reese if he is within range of the attack. (Sarah Louise Connor, Mother of Two's effect overrides this effect).

Reese, Sgt. Recon/Security, DN38415. Techcom. I've been assigned to protect you!

TM & © 2000 Canam DA. Game Design © 2000 Precedence.

Sgt. Maj. Jensen



Human - Resistance
Marksman - Sniper
Veteran

+1 To Hit with Rifles. Rotate a character with Scout or Sniper at Jensen's location to allow Jensen to declare an attack against a character one location beyond the current range of his Ranged item at -1 To Hit.

One shot, one kill; Best long-distance service around.

TM & © 2000 Canam DA. Game Design © 2000 Precedence.

Shattered Hope



Cancel and discard any event that adds to a character's Ability as it is played.

Despair is our greatest enemy. Always waiting in the shadows, slowly draining our strength.

TM & © 2000 Canam DA. Game Design © 2000 Precedence.

Shifting Sands



Cancel and discard any Permanent event (except Barriers) in play or cancel and discard an opponent's Shifting Sands as it is played.

Nothing stands against time and wins.

TM & © 2000 Canab DA. Game Design © 2000 Procedeus

EVENT

Sixth Sense



Rotate your Veteran and target a Terminator with Infiltration at his location. That Terminator loses its Infiltration attribute until the end of the current turn.

I don't know how I know, I just do.

TM & © 2000 Canab DA. Game Design © 2000 Procedeus

EVENT

Skills Upgrade: Basic Training



Future - SkyNet Item Implant

Requires Terminator. Owner gains the Marine resource. This character may now use any Military Arms items. Limit 2 Skills Upgrades per character.

6 weeks of military training absorbed in .3 seconds.

TM & © 2000 Canab DA. Game Design © 2000 Procedeus

SKYNET ITEM

Skills Upgrade: Marksman



Future - SkyNet Item Implant

Requires Terminator. Owner gains the Marksman resource. Limit 2 Skills Upgrades per character.

Targets acquired. Range 1000m. Compensating... Targets terminated. Resuming patrol.

TM & © 2000 Canab DA. Game Design © 2000 Procedeus

SKYNET ITEM

Skills Upgrade: Medical Training



Future - SkyNet Item Implant

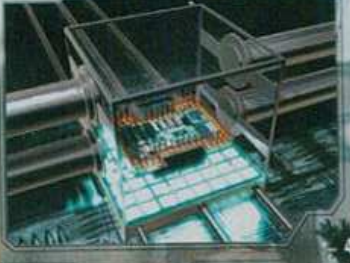
Requires Terminator. Owner gains the Medic resource and +1 Damage in Close Combat. Limit 2 Skills Upgrades per character.

Knowledge is power. The power over life and death.

TM & © 2000 Canab DA. Game Design © 2000 Procedeus

SKYNET ITEM

Skills Upgrade: Tactical Database



Future - SkyNet Item Implant

Requires Terminator with Tactics. Gain 1 \diamond every time owner makes a successful roll To Hit. Limit 2 Skills Upgrades per character.

Reconfiguration of available combat options complete. Unit increased to 143% efficiency.

TM & © 2000 Canab DA. Game Design © 2000 Procedeus

SKYNET ITEM

Skills Upgrade: Veteran



Future - SkyNet Item Implant

Requires Terminator. Owner gains the Veteran resource and may rotate to gain +1 Defense. Limit 2 Skills Upgrades per character.

A lifetime of Military experience extracted and distilled into silicon and microchips.

TM & © 2000 Canab DA. Game Design © 2000 Procedeus

SKYNET ITEM

Slagged Gear



Play on an opposing character that was just hit in combat. All Damage from that attack is cancelled. Instead, remove a random item except Implants from play that the character is carrying.

Unarmed, but at least you're alive.

TM & © 2000 Canab DA. Game Design © 2000 Procedeus

EVENT

Spread the Word



Gain 2 Mission Points. Play when you have Protected 2 Supporting Characters in one Protection step. All Terminators in play permanently gain -1 Infiltration.

Tell everyone who will listen. Convince them and maybe we can change the future.

TM & © 2000 Canab DA. Game Design © 2000 Procedeus

MISSION

Staff Lunchroom



Interior - Past
Civilian - Confined - Cover

Distinct. During the Search round, rotate one of your characters at this location and search your Draw deck for a First Aid Kit. Add that item to the searching character.

Not peanut butter again! Wanna trade?

LOCATION: INTERIOR

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Staggered Formation



Formation


Permanent. When each of your Main Characters is in different locations, they gain +1 Defense vs. Ranged Combat. This effect may be used in conjunction with other Defense increasing events. Discard at any time, or when you play a new Formation.

Spread out and everybody watch everybody's back.

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Stay Frosty



+1 Defense.
This character gains an additional +2 to Defense if his current location has the Cover resource.

You never know when they're going to attack... or from where.

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Steel Mill



Exterior - Past/Future
Confined - Cover
Equipment

Only Interior locations with Equipment may be played above this location. Rotate your character and spend 3 to remove the Damaged resource from an item at this location. Characters with Mechanic ignore the cost.

It ends here... It ends now!

LOCATION: EXTERIOR

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Storage Cell



Permanent. This card comes into play rotated. This card does not ready normally. You may spend 2 Production at any time to ready this card. Rotate to gain 2 Production.

Constructed from ceramics and superconductive materials, this unit has tremendous capacity.

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Storm the Wires



Future Resistance Player

Gain 1 Mission Point. Play when your characters or the actions of your characters add the Damaged resource to a location with Factory.

The machines are as good as gone without something to think for them.

MISSION

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Street Punk



2 SP
3 PW
1 IMP

City Park
Human - Coward - Lethal

When Street Punk is found you may search your Draw deck for a Switch Blade and place it on him.

Today they are rebels without a cause. Someday, they'll have a reason to fight... and an enemy.

SUPPORTING CHARACTER

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Stronghold Mechanic



2 SP
2 PW
1 IMP

Future - Trash Warrens
Human - Resistance
Mechanic

Rotate to remove the Damaged resource from his current location or from an item at his location.

Ol' Pokey could probably rebuild one of those steel bastards if we let him.

SUPPORTING CHARACTER

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Subdermal Armor: Level 1



2

Future - SkyNet Item
Implant

Requires Terminator. Owner gains Armor +1. Limit 1 Subdermal Armor per character.

Made from a space-age alloy it provides added structural enhancement.

SKYNET ITEM

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Suburban House



Exterior - Past
Civilian - Cover

During the Search round, rotate this location and one of your characters to search your Draw deck for Phone Book. Add that event to your hand.

Honey? I'm home!

LOCATION: EXTERIOR

TM & © 2000 Canam® DA. Game Design © 2000 Providence.

Suburban Street



Exterior - Past
Civilian - Open

Reminds me of home.

LOCATION: EXTERIOR

TM & © 2000 Canam® DA. Game Design © 2000 Providence.

Successful Infiltration



SkyNet Player

Gain 1 Mission Point. Play the first time one of your Terminators with Infiltrator enters an opponent's Starting Location. May not be played at any location with an animal present and may only be played once per opponent.

The new models are good. Real good. For all you know, I could be one of them.

MISSION

TM & © 2000 Canam® DA. Game Design © 2000 Providence.

Suicidal Tendencies



Permanent. Play on a Supporting Character. This character's Importance is reduced to 0. May not be played during the Protection step and if played during a combat sequence, it must be played prior to the Roll To Hit step. If this event targets Sarah J. Connor discard this event during the Ready round after three turns.

Hard to say whether that one's gonna see the future.

EVENT

TM & © 2000 Canam® DA. Game Design © 2000 Providence.

Sunglasses



Equipment

Owner with Infiltrator gains +1 Infiltration. Limit 1 per character.

Trend setting and yet still effective for disguise.

ITEM

TM & © 2000 Canam® DA. Game Design © 2000 Providence.

Surplus Depot



Exterior - Future - Confined
Equipment - Military Arms
Weaponry

Rotate a Main Character to search your Draw deck for the first item with either Equipment, Weaponry, or Military Arms and add it to the searching character.

We've got a little of everything here.

LOCATION: EXTERIOR

TM & © 2000 Canam® DA. Game Design © 2000 Providence.

Switchblade



Weaponry
Close Combat

Does Power +2 Damage. Owner may pay 1 ♦ to ready after any Combat sequence in which this item was used.

Deadly and compact.

ITEM

TM & © 2000 Canam® DA. Game Design © 2000 Providence.

Tactical Analysis



Gain 1 Mission Point. Play immediately following a combat sequence in which your character gains Damage token(s) from an attack declared by an opposing character and survived. All Lethal characters in play that you control permanently gain +1 Resistance.

We need to determine its thresholds.

MISSION

TM & © 2000 Canam® DA. Game Design © 2000 Providence.

Tactical Command Unit



Terminator - SkyNet
Lethal - Marksman
Tactics - Veleran

Armor 3, Individual. All your SkyNet characters gain +1 To Hit and you gain 1 ♦ for every character they kill. Every attack declared against T-882 is automatically redirected to your choice of your characters at the same location.

Rarely seen, he is a superior model for war strategy.

4
SP
9
P
14

T-882 KCC-91

MAIN CHARACTER: SKYNET

TM & © 2000 Canam® DA. Game Design © 2000 Providence.

Tactical Error



All play stops until this event resolves. Target one Player, he must discard 2 cards at random from his hand. Any Player may pay 2 to cancel Tactical Error as it is played.

We all make mistakes - whether Man or Machine.

TM & © 2000 Cansh CA. Game Design © 2000 Providence

Tactical Formation



Formation

Permanent. Take 1 from an opposing Player every Ready Round in which all your characters are at the same location as your Leader. Discard at any time or when you play a new Formation.

James, you take point, Hannum, keep Paun II moving. Stay frosty, lads they are gaining on us. -Lt. Ryan, Iron Guard

TM & © 2000 Cansh CA. Game Design © 2000 Providence

Tactical Infiltrator



Terminator - SkyNet Infiltrator - Marine Marksman - Tactics

4 SP
7 PW
3 HP
10

Armor 2: T-804 gains +1 Defense when being targeted by only one attacker.

Military Arms located. Accessing weapon schematics. Initiating strategic response program.

TM & © 2000 Cansh CA. Game Design © 2000 Providence

Target Acquired



+1 To Hit in Ranged Combat. In addition, +1 To Hit if Marksman or Veteran.

It doesn't miss...and I can't afford to.

TM & © 2000 Cansh CA. Game Design © 2000 Providence

Targeting System Failure



Target SkyNet character gains -2 To Hit.

Occasionally there is a defective model.

TM & © 2000 Cansh CA. Game Design © 2000 Providence

Technical Malfunction



Future

Play when a SkyNet character is brought into play. Pay equal to that character's total Production cost (including implants) as it is printed on the card(s) and remove it and this event from play.

Unit T89J92.1 online. Systems check. Error: illegal interface attempt. Unit T89J92.1 compromised. Initiate security protocol zeta-22312.7

TM & © 2000 Cansh CA. Game Design © 2000 Providence

Tech Noir



Exterior - Past
Civilian - Confined - Cover

All characters gain +1 Defense while they are at this location if there is at least 1 Supporting Character present.

A trendy early '80s bar.

LOCATION: EXTERIOR

TM & © 2000 Cansh CA. Game Design © 2000 Providence

The Pass



Exterior - Future
Cover - Open

Any character that begins the Staging round in this location gains +1 To Hit in Ranged Combat. This bonus lasts until the end of the turn.

Lead it to Johnson's Pass. It won't track us until it reaches the hardpoint, by then it'll be scrap metal.

LOCATION: EXTERIOR

TM & © 2000 Cansh CA. Game Design © 2000 Providence

There's a Storm Coming...



Permanent. Singular. At the beginning of the Search round each Player gains 1 if his Handsize is equal to or greater than his current Handsize limit. All Players currently not currently at their Handsize limit lose 1.

I know....

TM & © 2000 Cansh CA. Game Design © 2000 Providence

Tiki Motel



Exterior - Past
Civilian - Open

Just your average "no-tell" Motel.

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Time Displacement Laboratory



Exterior - Future
Computer - Confined - Cover
Hi Tech

During the Combat round, rotate 3 characters with Ranged items to add the Damaged resource to this location. The Time Displacement Laboratory may not be used to "Time Travel" while it has the Damaged resource.

The secrets of time are a mystery to man, but merely another algorithm to the machines.

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Time Lab Discovered!



Future
Resistance Player

Gain 1 Mission Point. Play when your Hacker begins the Protection step in the Time Displacement Laboratory. Gain +1 Mission Point and 2♦ if that character is Covert Ops and immediately rotates to Time Travel.

Rook II and Pvt. Gentil found it, but one of them paid the price...

MISSION

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Toxin Coated Spikes



Future - SkyNet Item
Attachment - Implant

Requires Retractable Claws. Rotate item during Close Combat Declaration to make a Free attack. Successful hit does no Damage but the non-SkyNet defender is rotated with no effect. Item gains the Damaged resource if used and a natural 1 or 2 is rolled.

It has an instantaneous effect on the Human central nervous system.

3

SKYNET ITEM

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Trash Warrens



Exterior - Future
Dark - Equipment

During the Search round, rotate one of your characters to search your Discard deck for an item with Equipment. Place the item on the searching character.

There's a lot of stuff in there. It's a shame that it's also where we find most of our food.

LOCATION: EXTERIOR

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Trenchcoat



Equipment

Owner with Infiltrator gains +2 Infiltration and is considered to be carrying no Ranged items. Limit 1 per character.

Who knows what is under there.

ITEM

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Trench Warfare



Future

Gain 2 Mission Points. Play when 2 or more attacks during 1 round are declared against your character at a Starting Location and all these attacks miss.

Take to the ditches, boys!

MISSION

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Twist of Fate



Permanent. Play on a Supporting Character that an opponent brought into play. It gains Importance +1. Limit one per character. May not be played during the Protection step and if played during a combat sequence, it must be played prior to the Roll To Hit step.

And with her death, the world was robbed of its savior. Would it find another?

EVENT

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Underground Archives



Interior - Future
Cover - Secure

Distinct. Once per turn you may rotate 2 of your characters at this location to gain 1♦.

The story of humanity lies forgotten within these crowded walls.

LOCATION: INTERIOR

TM & © 2000 Canab DA. Game Design © 2000 Providence.

Unit Construction Zone



Exterior - Future
Cover - Factory - Hi Tech

Drones may not leave this location. All SkyNet character Production costs are reduced by 3 Production if produced at this location (Production costs cannot be reduced below 1 Production).

A battle fought with recyclable soldiers is an everlasting war. One that humanity cannot hope to win.
—Gramps, 132nd Eagle Watch

TM & © 2000 Canab DA. Game Design © 2000 Precedence.

Unit Deployment



Target one location in play. All of your characters at that location gain 2 Movement Points which may be used immediately regardless of the current round. If played during a combat sequence, it must be played prior to the Roll To Hit step.

Roger that. Deploying forces to Grid 5 Sec. 6... Out.

TM & © 2000 Canab DA. Game Design © 2000 Precedence.

Unpredictability



Cancel and discard any event requiring ♦ as it is played, unless the owner of that event immediately pays the ♦ cost of that card again.

Logic error. Target activity not within mission adaptability parameters of 0-97.269%. Access mainframe for recalibrated protocols.

TM & © 2000 Canab DA. Game Design © 2000 Precedence.

Up Close and Personal



Play at the beginning of the Combat Declaration step. Target one Terminator at the same location as a Human Supporting Character. That Terminator may only be attacked by one character this turn.

He's too close - I can't get a clear shot!

TM & © 2000 Canab DA. Game Design © 2000 Precedence.

Urban Ground Assault Unit



2 SP
9 PW
15

Hunter-Killer - SkyNet
Marksman

Armor 5. Does 10 Long-Range Damage. HK-2953 gains a Free Ranged attack against every opposing character at an Exterior location within range during the Search round. Characters at locations with the Dark resource may only be targeted if they have Defense 2 or less.

The most devastating ground assault unit we've seen... so far.

TM & © 2000 Canab DA. Game Design © 2000 Precedence.

Urgency



You gain +2 Handsize. All other Players who did not play a condition gain +3 Handsize.

Time is our greatest enemy and our only salvation.

TM & © 2000 Canab DA. Game Design © 2000 Precedence.

UZI 9mm



Military Arms
Long-Range - Small Arms

Short-Range: Does 8 Damage at +2 To Hit. Long-Range: Does 7 Damage. Owner may roll two dice when using this item's Short-Range attack and always use the higher roll. UZI 9mm cannot have attachments.

Compact and deadly.

TM & © 2000 Canab DA. Game Design © 2000 Precedence.

Vantage Point



Exterior - Future
Confined - Cover

Every Search round, gain 1 ♦ when you control a character at this location without an opposing character also present.

It's said that in wars long past, the army that held high ground also held an advantage.

TM & © 2000 Canab DA. Game Design © 2000 Precedence.

Vicious Attack



+1 Damage.

If the character is Lethal and attacking in Close Combat, gain an additional +2 Damage.

There was blood everywhere...

TM & © 2000 Canab DA. Game Design © 2000 Precedence.

We're slowly wearing them down.

TM & © 2005 Capcom. All Rights Reserved.

[illegible]

All primary systems are too well encrypted. Hack into their regeneration sequence and knock 'em offline. --Rook II, Covert Ops.

TIM & © 2005 Citadel DA. Game Design © 2005 Proceller.

Called 'Ghosts' by some of the Resistance, they move unseen amongst the enemy.

TM & © 2000 Cengage Co. Cengage Desktop © 2000 Proximion

That's him, officer. That's the scruffy guy who was threatening that Austrian tourist!

TM & © 2000 Camel+ Co. Game Design © 2000 Providence

*You never know if you have
what it takes until you have
been tested.*

TM & © 2000 Canine Co. Game Design © 2000 Playmates

The accumulated knowledge of humanity, distilled into cold silicon chips. Our legacy stolen. —Rick II, *Cybert Ops*

TM & © 2000 Clavis AG. Game Design © 2000 Revolution

Not the day! What YEAR is it?
--Sgt. Kyle Reese, 132nd Eagle Watch

TM & © 2000 Canine EA. Game Design © 2000 Prescience

All of them

TM & © 2000 Capcom Co. Game Design © 2000 PlayStation

With the release of the T-900's, sometimes mistakes are made.

TM & © 2000 Cengage, Inc. Game Design © 2000 Providence.

When In Doubt



+1 To Hit and Damage.
 Play during Ranged Combat Declaration.
 You may discard one Ammo item possessed by your character to allow that character to declare an additional Ranged attack, at -1 To Hit, with a Ranged item that could use the discarded Ammo item.

*...Empty your magazine.
 You're bound to hit something.*

TM & © 2009 Canam® DA. Game Design © 2009 Providence

EVENT

Your Clothes...



Permanent. Play on a Terminator with Infiltrator, it gains +1 Infiltration. Limit 1 per character.

Give them to me. Now.

TM & © 2009 Canam® DA. Game Design © 2009 Providence

EVENT