

TURN SEQUENCE

1. READY CARDS ROUND

Step 1: Ready all your Cards

2. STAGING ROUND

Step 1: Protection Step
Step 2: Play New Locations Step
Step 3: Movement Step
Step 4: Build-Step

3. DISCARD AND DRAW ROUND

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4. COMBAT ROUND

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Segment 1: Declare Unhidden Close Combat
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Step 2: Resolve Ranged Attacks
Segment 1: Resolve Hits
Segment 2: Resolve Damage
Step 3: Resolve Close Combat Attacks
Segment 1: Resolve Hits
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5. SEARCH ROUND

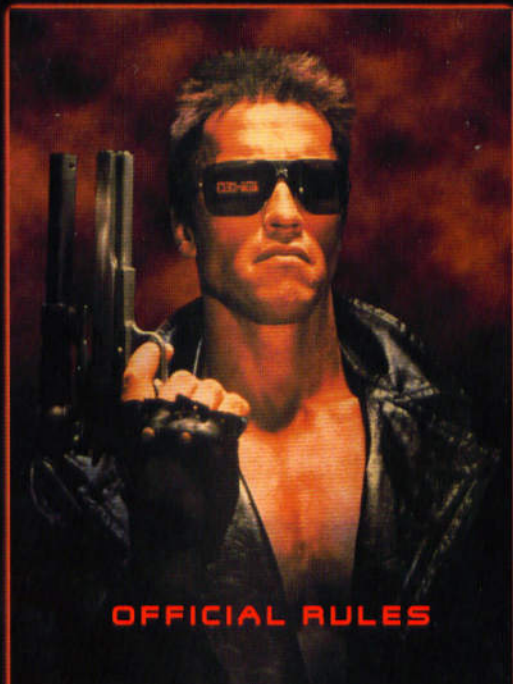
Step 1: Declare Searches
Step 2: Find Items and Characters



Bringing Legends to Life

THE TERMINATOR

COLLECTIBLE CARD GAME



OFFICIAL RULES

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1: INTRODUCTION

In the Year of Darkness, 2029, the rulers of this planet devised the ultimate plan. They would reshape the Future by changing the Past. The plan required something that felt no pity. No pain. No fear. Something unstoppable. They created the Terminator.

PROLOGUE: FUTURE 2029 AD

John Connor had finally mobilized the regimental fragments of the Human Resistance into a cohesive fighting force. Battle after battle was waged and won by these Resistance forces. Human blood covered every inch of ground that they gained, but the alternative was even worse. The Machines had to be stopped. SkyNet had to be destroyed.

SkyNet, the self-aware supercomputer, analyzed the outcome in seconds; it was going to eventually lose this war. Lose the war in the Future... but maybe not the Past. Using experimental time displacement equipment, SkyNet sent its most advanced Terminator, an Infiltrator, back through time. Its mission was to exterminate the ancestors of humans that would stand in the way of SkyNet's total victory in the Future.

Connor's forces stormed the Time Lab minutes after the Infiltrators were sent back in time. After a moment of discussion, the Resistance mobilized its own squad and stepped through the Time Portal. Their mission: to save the Future by preserving the Past. Welcome to 1984.

GAME OVERVIEW

The Terminator Collectible Card Game (CCG) brings you and your friends into the epic struggle between Man and Machine. The Resistance and SkyNet factions vie for supremacy not only in the Future but also in the Past. This CCG, unlike others, is specifically designed for not only standard 1-on-1 dueling through its 'Termination Scenario', but also for an extensive Multiplayer format supporting an unlimited number of players through its 'Future War Scenario'.

As the SkyNet player, you are in command of the relentless Terminator assault units and their insidious flesh covered brethren known as Infiltrators. To ensure continual cybernetic rule of the Future, you send your most advanced Infiltrator back through time. Its mission is to destroy the Resistance of the Future before it even forms in the Past.

As the Resistance player, you are in command of the best soldiers humanity has to offer. These veterans of the Future do not possess the raw physical power of the Terminators, but their true power comes from their shared strength of will and knowledge that the survival of their species is on the line. There are no options; there is no surrender. They must win and preserve the Past or the Future will be lost forever.

JOIN THE FIGHT

Each player will need a deck of Terminator CCG cards to play the game. You can use either a Pre-Constructed Starter deck or build your own customized deck. Terminator CCG Starter decks are pre-constructed to ensure that new players will receive everything they require for a balanced game. The Starter decks consist of 50 fixed cards. Booster packages contain 1 Rare, 3 Uncommon, and 5 Common cards. The Premier Edition of Terminator CCG contains over 350 individual playing cards. These cards allow you to step into the Terminator universe and join the fight as either the SkyNet or Resistance player. In the standard two player "Termination" scenario (recommended for your first game), one player must use a SkyNet Starter Deck while his opponent uses a Resistance Starter Deck.

In addition to each player's deck, a six-sided die and a selection of markers are provided with each starter deck. These markers can be used to keep track of characters' movement throughout the Battleground. Designate a character or group of moving characters using one copy of the marker. Place the same named marker on the card representing their current location. For hidden movement, use multiple tokens with the same name to represent different possible locations. The marker with an "X" on the back represents the actual location of the hidden character.



Front



4

Back



Each game is played in a specific game simulation called a Scenario. The Scenario chosen defines whether you are fighting in the Future or in the Past, how to set up the game, how many people can play, and the requirements for victory. In addition, each Scenario's "Special Notes" section may also provide special rules that apply only to that scenario. The Scenario chosen determines the number of Resistance and SkyNet factions that can oppose each other on the same Battleground.

The Termination Scenario is the official tournament scenario that is built for 1-on-1 play, SkyNet vs. Resistance, set in the Past. This Scenario replicates the atmosphere and feel of the original Terminator movie. It is a blood-pumping, shotgun-toting, action adventure ride through the early 1980s.

The Future War Scenario is an advanced game that is built for intensive Multiplayer action. The number of players is limited only to the size of your play area and is set in the early days of the Future War. The newly designed Infiltrator units have successfully infiltrated various Resistance groups. Not knowing who is truly human and who can be trusted, the Resistance groups begin to isolate themselves from one another. This scenario raises the bar for intensive Multiplayer action.

2: CARDS

CHARACTERS

There are 2 types of character cards in Terminator CCG, Main Characters and Supporting Characters. Main Characters represent important characters from the Terminator universe. It is imperative that you protect your Main Characters as you lose the game immediately when you no longer control any Main Characters. Supporting Characters represent all the secondary characters from Terminator universe that your Main Characters have the possibility of interacting with. Some examples are: reporters, police, mechanics and so on.

MAIN CHARACTERS

1 - Name: The name of the card.

2 - Speed: Speed is an attribute used for two different abilities: Defense (how hard the character is to hit in combat) and Movement Points (how many locations a character may move).

Example: A character with a Speed of 2 has 2 Movement Points and 2 Defense. He can move 2 locations during the Movement Step of the Staging Round. In addition, anyone attacking him must roll To Hit greater than 2 in order to actually hit the character.

3 - Power: Power is another attribute used for two different abilities: Damage (the base damage a character inflicts in "hand-to-hand" Close Combat) and Resistance (how much damage a character subtracts from each hit done to him). Close Combat items typically add to a character's base Damage, while Ranged Items (guns) usually replace it. When a character's Power is reduced to 0, the character dies (see page 23 for consequences of death).

Example: The T-800 CSM-101 attacks (and hits) Sgt. Reese by rolling higher than Sgt. Reese's Defense of 3. The T-800 CSM-101's Power is 7, which means his base Damage = 7. Sgt. Reese's Power is 3, which means his base Resistance is 3, and so resists the first 3 points of damage. Sgt. Reese will gain the difference: 7 (Damage) - 3 (Resistance) = 4 (Damage tokens gained). Sgt. Reese gains 4 Damage tokens, which is enough to cause death (refer to THE EFFECT OF DAMAGE, page 23).

4 - Resources: Main Characters possess Resources. Resources represent characteristics or skills. A character's Species and Faction are resources printed in bold followed by all other resources. Resources allow a character to be a valid target for certain Events. Resources are printed in white. Restrictions are printed in yellow. In addition, some character resources have a direct effect on game play. For example only characters with the SkyNet resource can use SkyNet Items. See Appendix A. (page 46) for a complete listing of all resources and restrictions. Another example, only Terminator characters that have the Infiltrator resource can have the Infiltration attribute. This attribute is unique to specialized Terminators and grants them special abilities.

5 - Effect Text: If a Main Character has any special rules, they will be detailed here.

6 - Regiment ID: Every Resistance character belongs to a specialized fighting unit collectively called a Regiment (refer to Section 6) and every SkyNet character has a specific Call Sign/Unit ID.

7 - Caption: The card caption, often a quote from one of the movies, adds to the flavor of the card, but has no effect on game play.



← Name

← Speed

← Power

← Infiltration

← Production Cost

← Effect Text

← Caption

→ Resources

→ Regiment ID /
Call Sign



SUPPORTING CHARACTERS

Supporting Characters represent all of the beings that are not Main Characters. They must be discovered during the course of game play. They enter play during the Search Round (see Search Round in the Turn Summary). In most cases, Supporting Characters are only controlled by Human Main Characters. However Terminator Main Characters with the Infiltration attribute may also control Human (and only Human) Supporting Characters. To remain controlled, they must remain at a location with or move with a Human Main Character or a Terminator Main Character with the Infiltration attribute at all times. An uncontrolled supporting character becomes controlled when it is found by a character who can control it, or when it is at a location with one or more characters that can control it that are owned by the same player.

If a Supporting Character is ever at a location without a controlling Main Character present (for any reason), that Supporting Character immediately becomes uncontrolled. When your character declares an attack against a Supporting Character that you control, your Main Characters immediately lose control of that Supporting Character for the remainder of the game. Uncontrolled Supporting Characters can perform NO actions whatsoever (unless specifically allowed to by another card). This includes any action that requires rotating or taking Free Attacks. While controlled, Supporting Characters can perform any action that Main Characters can perform (i.e.: declaring attacks, searching, moving, picking things up etc.).

Supporting Characters may not normally declare attacks against other Supporting Characters. Human Supporting Characters may not declare attacks against other Human characters or against Terminators with the Infiltration attribute unless the character they wish to attack is carrying a weapon (a Ranged or Close Combat Item) or has already attacked them previously. Supporting Characters cannot be forced to cause themselves immediate harm (i.e.: walking through a Raging Inferno).

1 - Restrictions: Supporting Characters always have Restrictions that tell you where (what location) and when (during what time line) the character can be found. To bring a Supporting Character into play (from your hand), you must search Locations that possess the Resources

(printed in white on the Location) that match the Supporting Character's Restrictions (printed in yellow on the Supporting Character). Some characters are restricted to Past or Future scenarios, while others can be found in either time line.

Example: Sarah J. Connor has the Restriction "Past - Tech Noir." A character in a Past Scenario can rotate to declare a search at the Tech Noir Location to bring Sarah J. Connor into play from his player's hand.

2 - Importance: This special rating displays how crucial this character, his actions, or the actions of his children will be in the Future. The higher the rating, the more crucial it is to either Terminate or Protect the individual. Importance is not reduced by damage, but is otherwise treated as an attribute.



← Importance

Restrictions →

LOCATIONS

Locations can be compared to scenes in the movies. New locations are played during the Play Locations step of the Staging round. Character movement between locations is discussed in Section 3 Movement Step. The Battleground is all locations currently in play. Your in-play locations, lined up in front of you, are your HUD (Heads Up Display). A player must have a character present at a location to search it.

There are two classes of locations: Exterior Locations and Interior Locations. Exterior Locations are the main type of locations in the Terminator CCG. They represent various key locations that you will come across as you travel through the city. All location cards with exactly the same name represent exactly the same physical location, unless labeled as Distinct. Interior locations are always Distinct. More than one player might have the same location displayed in their HUD, each represented by his own card, but it is physically the same location for purposes of movement, combat, and all other card play.



1 - Effect Text: If a Location has any special rules, they will be listed here. If the location becomes Damaged by gaining the Damaged resource, the location's effect text is ignored.

ITEMS

Items are weapons and other devices that can be found during the Search Round or built during the Production step. Once found or built, items can be used whenever appropriate. Animals, Drones and Hunter-Killers may not search for, pick up, or use any Items. Only SkyNet Characters may use SkyNet Items. Only Resistance or Marine Characters may use Military Arms items. You may include more than 3 copies of any item in your deck. Characters may carry duplicate items, but gain no benefit from additional copies of the same item.



1 - Restrictions: Items always have restrictions that tell you where the item can be found.

Example: A Trenchcoat has the Restriction "Equipment". During the Search round, a character can rotate to declare a search at a location with the Equipment resource to bring a Trenchcoat into play from his player's hand.

2 - Effect Text: Any special effects of an item will be listed here. If an Item becomes Damaged by gaining the Damaged resource, the effect text is ignored. Items that are rotated may not be used again until they are Readied (unrotated).

EVENTS

Event cards are played at any appropriate time to cause the described effect. Most Event cards target (are played on) a specific Location, Character, or Item, but some Event cards target one or more of your opponents, or affect all players in the game. All events resolve as they are played. Events are not normally cumulative. A specific Ability (To Hit, Resistance, Damage, Defense) may only be increased by one Event card at any given time. If multiple Events are played that increase that specific Ability, the owner of the character may choose which one Event is applied to that character and the rest are ignored. Other kinds of cards (i.e. LS-81 Laser Sight) may modify an ability in addition to one Event. Identical cards that modify an ability are not cumulative. However, any number of Events may decrease an Ability. Also, any number of Event cards may together increase or decrease a character's Attributes (Speed or Power).

Example: Exertion and Target Acquired both affect a character's "To Hit", which is an Ability. Therefore, only one of them can be used to increase a character's "To Hit" for that Round and the other is ignored. On the other hand, you may use multiple events in conjunction that increase Speed or Power, which are Attributes.

Unless otherwise stated, the effects of any given event expire at the end of the Round in which it was played. Some Event cards have the word "Permanent" in their effect text. This means they remain in play and continue to affect the game. Other events specify how long their ongoing effect lasts, and indicate whether they remain in play, or whether the card is played and discarded.

1 - Restrictions: Many Events have Restrictions. These Restrictions define which player may play this event, which scenario the card may be used in, etc.

Example: Ineffective Weaponry has the SkyNet player Restriction. That means only the SkyNet player can play this event.

2 - Combat Pool: Some powerful cards require you to spend Combat Pool in order to play or use the card. The combat pool cost is located in the target symbol. This cost tells how much of your Combat Pool you are required to spend in order to play or use the card.

CONDITIONS

A Condition card must be played before the start of the game. The Condition is played before any other cards, including Starting locations, items and characters. Conditions are optional; you are not required to play a Condition. Each player may play at most one Condition. All players reveal their Conditions at the same time. If two players play the same Condition, the effects are not cumulative. Event cards may not target conditions. The effects of Conditions can be cumulative with events, items and other effects.

1 - Effect Text: The effect text of a Condition is typically broad based and wide reaching. In some cases, the effects of a Condition affect all players including the owner of the card.

MISSIONS

Mission cards represent the hidden agendas that characters can accomplish during the game. Each Mission card describes when it may be played. A player can play only one mission card per round. A completed Mission is removed from play and set aside to easily tabulate the current Mission Point total. Completed Missions may still have an effect on the ongoing game play and can still be targeted by certain effects/events that specifically target completed Missions. When a player attains the required number of Mission Points, that player immediately wins the game.

Note: It is critical that the player pays attention to the timing requirements of the Mission card. It must be played as soon as the Mission requirements are met. If game play is allowed to continue before the player realizes his error, he has lost the opportunity to play his Mission and the Mission card requirements will need to be completed a second time.

1 - Effect Text: Every Mission card has its own unique Mission Point value. The specific mission requirements that need to be completed are listed here.

3: GAME PLAY

THE TURN SEQUENCE RESISTANCE-SKYNET (R-S) ORDER

The Terminator CCG is played in game turns. Every player acts during each game turn. Each Turn is divided into 5 separate Rounds. Some Rounds are further divided into Steps and some Steps are even further sub-divided into Segments. In each Round, Step, or Segment, each player is given the chance to act before the next player proceeds. The Resistance Player acts first followed by the SkyNet Player in what is known as R-S Order. If you are playing in a game that has more than one player of a certain Faction (i.e.: two SkyNet Players in the Future scenario), before Conditions are chosen and revealed those players should roll a die before the game to determine what order they will proceed in for the remainder of the game.

If more than one player wishes to act, or one is trying to take multiple actions, the players take turns acting and playing cards in the R-S (Resistance - SkyNet) Order. So, first the Resistance Player may act or play an Event card, then the SkyNet Player may take one action and back to the Resistance again and so on until everyone has completed all the actions they wish to take in that Round, Step, or Segment.

For this purpose, actions include moving, playing an event card, using a card's effect text, searching, and anything that is considered a Main Action (See the Ready Cards Round on the next page for more information on Main Actions).

Events that counter other cards (including other events) can only be played immediately following the card they are to counter. They can be played regardless of R-S order. If not countered themselves, they cause the card they target to have no effect.

1. THE READY CARDS ROUND

All characters in the game (and some Items, Locations, and Events) are required to rotate to perform certain actions. These actions are collectively called Main Actions. For characters, Main Actions include Combat and Searching, as well as other actions that specify rotating. Movement is not a Main Action and does not require rotating. A character can move whether it is rotated or not.

Cards set upright (unrotated) are referred to as Ready to take a Main Action. When a card takes a Main Action, it is rotated sideways to show that its action has been taken. During the Ready Cards Round, all rotated cards are set back to their upright position.

Actions that require rotating include (but are not limited to):

- Declaring an Attack.
- Searching.
- Activating card effects that specifically require rotating.
- Picking up Items during the Search Round.
- Moving another character (see dragging).

A rotated character may not rotate again to take another action unless that character is first readied somehow. For example, a character that rotated to declare an attack during the Combat Round could not normally then declare a Search action during the same turn.

Note: Items that are rotated may not be used again until they are readied during the Ready Cards Round.

2. THE STAGING ROUND

Note: Complete these steps in sequential order. EACH player completes all his desired actions in a Step before play moves to the next Step.

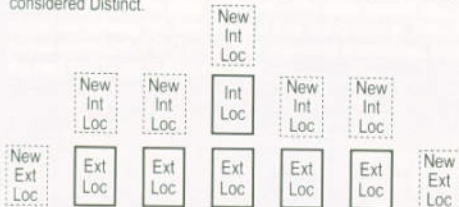
STEP 1: PROTECTION

Many Scenarios require players to Protect certain Supporting Characters in order to win the game. To Protect Supporting Characters, you must rotate them at the required location during the Protection Step at the beginning of the Staging Round. Protected characters are normally removed from play, along with any items they are carrying.

Note: Supporting Characters CANNOT be Protected if there is an opposing character present at their Protection Location. Hidden opposing characters will not interfere with the Protection Step, unless they choose to reveal themselves.

STEP 2: PLAY LOCATION STEP

During this step, you must play the top location of your Location Deck or a location from your hand. If during this step you pull a location from the Location Deck that is a duplicate of a non-distinct location that you already have in play, it is removed from play and you continue drawing locations until you find one that is playable. New Exterior locations are placed to the left or right end of your row of Exterior locations in your HUD. Interior locations are placed above an Exterior or Interior location already in play. New locations can never be placed into an opponent's HUD. At this time, a player can reveal any duplicate location cards in his hand (which are not distinct) that he already has in his HUD; he then removes the duplicate location from play. All Starting Locations are considered Distinct.



STEP 3: MOVEMENT

After locations have been played, each player may move his characters. Players take turns conducting movement in R-S Order: First the Resistance player moves all characters under his control, then the SkyNet player moves all characters under his control. At the beginning of each player's Movement step, that player's characters begin with Movement Points equal to their Speed. Each time a character moves into another location, reduce his Movement Points by 1. A player may move any number of characters together as a group (including 1 character at a time). A character with no Movement Points remaining may not normally move. Characters may only move into locations adjacent (directly left, right, or above for exterior locations; directly above or below for interior ones) to that character's current location. A duplicate non-distinct location in another player's HUD is considered to be the same location.

Example: Assume two players are competing on the following battleground:



The two Tech Noir location cards are considered the exact same location since they have the same name. So are the two Dumpster cards. The Isolated Side Street and City Street are not considered the same location, as their names are not identical.

Assume Sgt. Reese is at the Tech Noir card next to the Dark Alley and the Terminator is in the Tech Noir next to the Alamo Sport Shop. Both are considered to be at the same location. Players can use these identical locations to allow their characters to gain access to their opponent's HUD. If Reese wants to move to the Dumpster, he could go through the Dark Alley, or he could move through the Sport Shop.

Outnumbering Rules

At the beginning of a player's Movement segment, his characters gain Movement Points equal to their current Speed. Whenever a character is at a location with more opposing characters than his own characters, Movement Points are reduced by 1 for every extra unhidden opposing Main Character card. This effect is called Outnumbering. Conceptually, large groups of the enemy are in your character's way, or forcing him to stay under cover.

If opposed by characters controlled by more than one player, use only the largest number of opposing main characters controlled by a single opponent.

Example: Sgt. Reese (Speed 3) starts his turn alone, at a location with 4 Terminators. Since there are three more opposing characters than Sgt. Reese, his Movement Points are reduced by 3 to 0. He cannot move as the Terminators have outnumbered him. If Reese were with his full squad (making 4 Resistance fighters total), he would suffer no penalty to his Movement Points as he is not Outnumbered. By moving together as a squad, they can avoid being outnumbered.

STEP 4. PRODUCTION STEP

(Future and Past/Future Scenarios Only)

In Future scenarios the SkyNet player controls vast armies of Terminators, Infiltrators, Drones and Hunter-Killers. SkyNet characters and SkyNet Items are brought into play by paying the Production cost of the characters or items you wish to build while at the appropriate location. (The following 2 steps can be repeated as necessary)

Segment 1) Generate Production

While at one undamaged location with the Factory resource, rotate any number of your Drones to generate an amount of Production. You then move onto Spend Production.

Segment 2) Spend Production

Generated Production can be used at that location to build SkyNet characters, SkyNet Items. In addition, it can sometimes be used as currency for other Effects. Unused production is lost at the end of this segment.

I) To build a new SkyNet Character: After the Drones have all generated an amount of Production at one location with the Factory resource, you may use some or all of that Production to pay for the cost of a SkyNet character(s) presently in your hand. With the Production cost paid, that character(s) immediately comes into play, ready, at the Drones' location.

For example: Any time during the Production step the SkyNet Player may decide to build a new D-40575 Construction Drone that is currently in his hand. The SkyNet Player must pay the full Production cost of this new character to bring it into play. Therefore, the SkyNet Player chooses a location in play that has the Factory resource and contains some of his Drone characters. Then he rotates as many of his Drones at that location with the Factory resource as are required to pay the full Production cost of the D-40575 Construction Drone. In this case he needs to generate 2 Production. Once the Production cost is paid in full, the newly built character immediately comes into play, rotated, at the location where the Drones rotated to generate the Production.

II) To build a new SkyNet Item: After the Drones have all generated an amount of Production at one location with the Factory and SkyNet Item resources, you may use some or all of that Production to pay for the cost of a SkyNet Item(s) presently in your hand. With the Production cost paid, that SkyNet Item(s) immediately comes into play at the Drones' location or may be added to one of your characters at the Drones' location. If the SkyNet Item built was an Implant, it is immediately and permanently added to a Terminator character at the Drones' location.

3. DISCARD AND DRAW ROUND

At this time all players may discard as many cards from their hands as they wish. You are never forced to discard cards during Discard and Draw. Players must then refill their hands back to their current hand size. Whichever Scenario they are currently playing sets out the base hand size of each player. During the game, each player's hand size may change with factors like characters with the Leader resource or the play of various Event cards. Any player who begins the round with more cards in his hand than his currently allowed hand size may not draw unless he first discards down below his current hand size (however, he is not FORCED to discard down to his allowed hand size). All cards that are discarded are placed one at a time face up in the Discard Pile.

Players who draw through their entire play deck must immediately shuffle their discards to create a new play deck. Each time they do so, their hand size is permanently reduced by one card. This action is called Cycling your deck. You can reduce your hand size to zero, or even further, if you Cycle your deck enough times.

Note: No Event cards may be played and no card effects may be used during the Discard and Draw Round. Location cards may not be discarded during this round. See the Play Location Step in the Staging Round for information on removing location cards in a player's hand from the game.

4. THE COMBAT ROUND

Each ready character may rotate to declare an attack against one character during this round. During combat, any players who wish to play events may do so at any time unless the card modifies a character's Speed, Defense, To Hit, or the die roll itself; these must be played before the die is rolled. (As always, if two players wish to play an event at the same time, R-S order is used.) While a character's basic Attributes (Speed, Power and Infiltration) can be increased by multiple event cards, each of a character's specific Abilities may only be increased by one Event card in any given combat (the owner of the character may choose which event he wants his character to use). Damage, To Hit, Resistance, Movement, and Defense are all considered Abilities. However, ANY number of negative modifiers may be applied. Any player may play event cards to modify a combat, even if none of his characters are involved. All event cards played are discarded at the end of each Round, unless specifically stated otherwise.

STEP 1: DECLARE ATTACKS

Characters must rotate if they wish to declare an attack; they must at this time declare the type of attack (whether Ranged or Close Combat) as well as the target and any Item (including Attachments and Ammo) used for the attack. Close Combat and Short Ranged attacks can only target characters at the same location as the attacker. Long Ranged attacks can target characters at the same location as the attacker OR characters at any location adjacent to the attacker.

Segment 1: Declare Unhidden Close Combat

First, if unhidden characters using Close Combat (hand-to-hand) want to attack, they must rotate to declare their attacks at this time, in R-S Order. (All characters controlled by the first player, followed by all characters controlled by the second player.)

Segment 2: Declare Unhidden Ranged Combat

Second, if unhidden characters using Ranged Items (guns and the like, with the Ranged Resource) want to attack, they must rotate to declare their attacks at this time, in R-S Order.

Segment 3: Declare Hidden Close Combat

Third, if hidden characters using Close Combat (hand-to-hand) want to attack, they must rotate (revealing themselves) to declare their attacks at this time, in R-S Order.

Segment 4: Declare Hidden Ranged Combat

Fourth, if hidden characters using Ranged Items (guns and the like, with the Ranged Resource) want to attack, they must rotate (revealing themselves) to declare their attacks at this time, in R-S Order.

STEP 2: RESOLVE RANGED ATTACKS

Attacks made with Ranged Items are resolved first. If a character has not declared an attack in the previous step, he may NOT make one now, even if he himself is the target of an attack, unless specifically allowed by a card in play. Even though players take turns rolling the die, all Ranged Combat is resolved simultaneously, as if everyone is shooting at once.

Segment 1: Resolve Hits

(Also referred to as the Roll to Hit Step)

All hits in Ranged combat are resolved before any damage is applied. To resolve an attack, the attacker first adds any "To Hit" bonuses from events or effect text etc., and then rolls the die. You may not alter Defense or To Hit abilities after the die is rolled. Compare the attacker's total "To Hit" against the target's total defense (Speed plus any modifiers). If the final "To Hit" roll is higher than the target's final defense then the target is HIT.

Segment 2: Resolve Damage

(Also known as the Damage Resolution Step)

To apply damage in Ranged combat, compare the attacker's final damage (weapon damage plus modifiers) to the defender's final resistance (Power plus modifiers). In Ranged combat, damage is not typically increased by the attacker's Power; the Ranged item the attacker is using takes the place of the Damage the attacker would have dealt in Close Combat. Subtract the defender's total Resistance (including any Armor) from the attacker's total Damage. The difference is the number of Damage tokens the defender gains. Place that number of Damage tokens on the defender. NOTE: Only cards that modify Damage, Resistance, or Power may be played during Damage Resolution.

The Effects of Damage

For each Damage token on a character, Speed, Power and Infiltration attributes are each reduced by 1 and the character suffers a -1 penalty to his roll "To Hit". Speed cannot be reduced below 0; if a character's Power reaches 0, the character dies. Dead Human Main Characters are removed from play. Dead Supporting Characters are removed from play, and if appropriate to the scenario, are kept accessible so that SkyNet players can tabulate their current Importance Rating. Dead SkyNet Characters are simply placed in the owner's Discard Pile. Any Item cards carried by a dead character are placed at the location where he died.

Example: Pvt. Rensy with a Power of 4 is hit by three Close Combat attacks that will cause 5 Damage, 4 Damage, and 4 Damage respectively. During the Damage Resolution step, all the incoming attacks are compared to Pvt. Rensy's total Resistance, which is 4. All incoming damage is applied simultaneously. Pvt. Rensy resists all the Damage from each attack doing only 4 Damage. However, the attack doing 5 Damage exceeds Pvt. Rensy's Resistance by 1. Thus Pvt. Rensy gains 1 Damage token, which in turn lowers his Speed, Power, and To Hit rolls by 1 at the end of the Damage Resolution Step.

Dead characters are removed at the end of the Damage Resolution step. Note that all damage for the segment is applied at once; it is not possible to heal a character in the middle of a shot to save his life.

STEP 3: RESOLVE CLOSE COMBAT

After all ranged attacks are resolved and damage from those attacks has been applied, resolve all close combat attacks (by survivors) using the same procedure as that used for resolving ranged attacks.

Segment 1: Resolve Hits

All hits in Close Combat are resolved before damage is applied, using the same procedure that was used to resolve hits in Ranged Combat.

Segment 2: Resolve Damage

In close combat, the attacker's Damage is equal to his Power plus any card modifications, plus a hand-to-hand weapon bonus if he is using one. As with Ranged Combat damage, Close Combat damage is resolved by subtracting the defender's total Resistance (+ Armor) from the attacker's total Damage. The difference is the number of Damage tokens that the defender gains.

5. THE SEARCH ROUND

STEP 1: DECLARE SEARCH ACTIONS

Characters may rotate to declare a search of their current location during this round. If a player has an Item or Supporting Character in his hand, it can only be found by searching a location that has the necessary Resource (or the location the card is specifically Restricted to). Ordinarily, characters can only find cards that you have in your hand. However, certain special locations and other cards allow characters to search your deck to find things.

STEP 2: FIND ITEMS AND CHARACTERS

Players now play cards found in the searches previously declared. A player cannot use a First Aid Kit simply by playing it directly from his hand onto a wounded target character. The character must search a location with the matching Resource (in this case Equipment) in order to find the First Aid Kit. Items and Supporting characters are only found now, after the Declare Search Step is over; any found characters cannot themselves be used to search or assist in a search on the same turn in which they are found.

An Item just found goes onto the character that declared the search for it, even if the player has other characters present at that location. See also picking up and transferring items under special rules.

4: SPECIAL RULES

SPECIAL RULES THAT APPLY TO ALL PLAYERS

VICTORY: WINNING THE GAME

When one player succeeds in fulfilling any one of his Victory requirements, determined by the Scenario, he wins immediately and the game ends.

HIDDEN MOVEMENT

Characters capable of hidden movement can begin using it any time they are allowed to move. This means if a character is outnumbered or damaged to the point of being unable to move, he cannot use hidden movement. To use hidden movement, take a number of markers (the exact number of markers is determined by the cards enabling hidden movement) all of which should have the same identifying name or symbol on the top. One of the markers has a symbol on the bottom to represent the actual character. All of the other markers should have blank bottoms representing decoys. Being careful not to allow another player to see the bottoms, place all markers at the hidden character's location. When moving, the player may move the markers, treating each as if it were the actual character. The marker with the marked bottom designates the true location of the hidden character at all times.

All hidden tokens are always +1 Defense greater than the actual character's defense while they remain unrevealed.

At the end of any round, when two or more "hidden" markers representing the same character are found at the same location, remove decoy markers from that location until only one marker remains.

If a hidden character is ever capable of using more decoy markers than he currently has in play, he may add the additional markers to the battleground before he moves any markers. They may be placed at the location of any of the character's hidden markers. A player adding new decoy tokens is naturally allowed to pick up and "shuffle" markers at the same location with the aim of misdirecting his opponents from knowing which may be his "actual" character marker.

A player may examine the bottom of any of his own markers at any time.

There are several ways that markers may be revealed (showing whether or not the marker represents the actual character). These include (but are not limited to):

- The player controlling the character can voluntarily reveal any or all markers at any time (removing any decoy marker revealed).
- A hidden character must reveal his location to declare an Attack.
- A hidden character must reveal his location to declare a Search.
- A hidden character must reveal his hidden token when that specific hidden token takes damage or is hit.

In general, a hidden character must reveal his true position if he wants to interact with a location he is at (i.e.: pick up something, attack, search, or play an event card that makes reference to that location).

All attacks against a hidden token are resolved just as if they were made against the actual character (the owner may even play Event cards if he wishes, whether or not the token is, in fact, a decoy or the actual character). If an attacker successfully "hits" the marker, it must be revealed. And if it designates the actual character, the character takes damages normally. If the marker revealed is a decoy, the damage is ignored, but the hidden marker token is removed from the battleground.

Whenever an effect allows a player to "view" a hidden marker, he looks at the bottom to see if it is the actual character or simply a decoy. This knowledge is not imparted to the other players and does not reveal the marker. When instructed to "reveal" a marker, however, turn it over for all players to see. Whenever a decoy marker is revealed, remove it from the battleground. Whenever an actual character is ever revealed, all his corresponding decoy markers are immediately removed.

PICKING UP AND DROPPING ITEMS

Your character(s) can pick up Items at their location during your segment of the Movement step for the cost of one Movement Point per Item. Alternatively, your character may rotate at any time during the Search Round to pick up an Item, for no Movement Point costs. A character may drop items anytime during the Movement or Search Rounds. Hunter-Killers, Drones and Animals can never pick up or use any items.

DRAGGING/MOVING OTHER CHARACTERS

A character may rotate and spend one extra Movement Point per location to drag another of his characters that has not moved this turn along with them. The character being dragged is immediately rotated (if not already rotated) and loses all other movement for the turn. This is called Dragging and is useful for moving injured characters.

ENVIRONMENTAL DAMAGE

Environmental Damage is a special form of damage that stems from some potent or pervasive environmental state that ignores the target's normal Armor and Resistance. Plasma, Fire, and Drowning are common examples of Environmental Damage that can occur, each of which may require separate and special means of protection. Characters may become immune to specific forms of Environmental Damage by means of Items that confer such immunities. Environmental Damage can only be augmented by Damage increasing events/effects that specifically refer to Environmental Damage.

COMBAT POOL

Combat Pool (or CP) represents the awareness, mental readiness, tactical ability, and overall fitness of each player's forces. Many powerful cards require Combat Pool to play them. The Combat Pool is represented by tokens. Add tokens when Combat Pool is earned; remove them when it is spent. A card that requires a Combat Pool expenditure will designate the cost on the card, either in the card's effect text, and/or by a number printed on the card inside the Combat Pool symbol (♠).

The tokens supplied with each Starter Deck can be used to denote combat pool (♠). Combat pool carries over between rounds and turns, and cannot go below zero.

FREE ATTACKS

A Free Attack is any attack that doesn't require rotating and may be used outside the Combat Round. These attacks are granted to your characters by certain Event cards. A Free Attack initiates a complete combat sequence that must be resolved as soon as the Free Attack is initiated. A Free Attack event will interrupt normal play and must first resolve before play can continue. The exception to this is that Free Attacks may not interrupt Free Attacks and as such multiple Free Attacks each resolve in the order they were declared.

TIMING ISSUES

If a timing dispute arises, resolve it by applying card effects, one at a time per player, in R-S Order. Events in Terminator CCG resolve as soon as they are played. Occasionally more than one player will announce that they want to play an event at the EXACT same time. This situation is always resolved in R-S Order.

DURATION

All events are discarded at the end of the round in which they were played unless they have a specific duration written in the Effect text. Some examples of set duration are "Permanent", "Discard after 5 turns", or "Lasts until the end of turn". For Events with a turn-based duration, you may put a number of pennies or tokens on them, equal to the fixed duration of the Event. At the end of every Search round, remove 1 penny or token. When there are no pennies or tokens left on the card, it is immediately discarded.

SPECIAL RULES FOR RESISTANCE

PROTECTION STEP

Many Scenarios set in the Past require the Resistance player to Protect certain Supporting Characters in order to win the game. To Protect Supporting Characters, you must rotate them at the required location (Police Station in the Termination Scenario) during the Protection Step at the beginning of the Staging Round. Supporting Characters once successfully Protected in this manner are removed from play and set aside for tabulation of Importance points. When a Resistance player Protects the required number of Importance points he immediately wins.

Note: Supporting Characters CANNOT be Protected if there is an opposing character present at their Protection Location. Hidden opposing characters will not interfere with the Protection Step, unless they choose to reveal themselves.

SPECIAL RULES FOR SKYNET

INFILTRATION

Certain Terminators are designed more for Infiltration than brute strength; these characters are called Infiltrators. These are robotic characters that are designed to look like something they are not. These Infiltrators are not only able to look human or like an animal, they are able to act like one as well. This allows the SkyNet Infiltrator to enter society undetected, to manipulate members of society, and seek out potential targets with impunity.

Any Terminator with the Infiltrator resource has an Infiltration attribute. A Terminator with the Infiltration attribute looks completely 100% human. Each Damage token on the Terminator reduces the Infiltration rating by 1, so as it takes damage its ability to pass for human is reduced. A Terminator Main Character with the Infiltration attribute may control most human Supporting Characters. If a Terminator's Infiltration rating reaches zero or below, it temporarily loses its Infiltration attribute until it somehow raises its Infiltration rating above zero.

Your Terminator loses the ability to control Supporting Characters immediately (as if it had died) when it loses its Infiltration attribute.

Basic Example: An undamaged, unaltered T-800 CSM-101 has an Infiltration rating of 3 and as such he looks completely human. If through combat he gains 1 Damage token, his Infiltration rating is reduced by 1 to a rating of 2. He still looks mostly human and is able to control most Supporting Characters.

Advanced Example: An undamaged, unaltered T-800 CSM-101 has an Infiltration rating of 3 and as such he looks completely human. If through combat he gains 3 damage counters, his Infiltration rating is reduced by 3 to a rating of 0 (he temporarily loses his Infiltration attribute). He would look like he went through a blender, as most of his flesh would be in tatters. Thus, he is unable to control most Supporting Characters.

5: SETUP AND SCENARIOS

CHOOSE A SCENARIO

Choosing a Scenario determines the starting situation for each player. Each Scenario also specifies the Victory requirements. The default Official Scenario is the Termination Scenario. Future War is an advanced Official Scenario geared towards the Multiplayer community. You are not limited to these 2 Scenarios; players are encouraged to create their own unique scenarios. Additional Official Scenarios will be published every few months to further challenge Terminator CCG players.

The Official Scenarios for Terminator can be found at the Terminator CCG Website at www.etermity.com.

DECK CONSTRUCTION RULES

Once the players have chosen the Scenario, they construct their decks to meet its specifications. In addition, the following draw deck limitations hold for all official scenarios (unless otherwise stated):

- All Starting Locations are considered distinct and are therefore different from any further locations played with the same name.
- The Draw Deck may contain only one copy of any card that is "Unique".
- The Draw Deck may contain only 3 copies of any item card which is "Limited".
- The Draw Deck may contain only a maximum of 3 of any identical card (all SkyNet Items, Items and SkyNet Characters are exempt from this).
- The Draw Deck must have a minimum of 40 cards.
(Note: Starter decks contain a smaller card Draw Deck, this smaller size Draw Deck is allowed when playing with unmodified Starter Decks only).
- A separate Location Deck is required. Its contents are restricted depending upon the specific Scenario that you are playing.
- Starting cards and the Location deck do not count towards the minimum Draw Deck size requirement (40 cards using constructed decks or 37 cards if playing with unmodified Starter Decks).
- The Resistance player may only play and use 1 copy of a specific Resistance Main Character at a time.
- There is no limit to the number of the same specific SkyNet Main Character cards that the SkyNet player may have in play at the same time.
- In tournament play, Reserves (sidebars) are optional. If used, they are considered to be a part of the Draw Deck for all purposes other than determining minimum draw deck size, and therefore must adhere to the 3-card limit rule as well as the limits against having more than 1 copy of each Unique card.

TERMINATION: TOURNEY SCENARIO

BACK-STORY

John Connor had finally mobilized the fragments of the Resistance into a cohesive fighting force. Battle after battle was waged and won by Resistance forces. The outcome could be predicted: SkyNet was going to lose. Using experimental time displacement equipment, SkyNet sent an Infiltrator back through time. Its mission: to exterminate the ancestors of humans detrimental to SkyNet's success in the Future. Connor's forces stormed the Time Lab minutes after the Infiltrator(s) were sent through. The Resistance mobilized their own squad and sent them back to preserve the past. Welcome to 1984.

RESISTANCE PLAYER

Starting Hand

Starting Characters: Any 3 Resistance Main Characters (only 1 Leader)

Starting Items: None

Starting Locations: Pawn Shop - Starting Locations are considered Distinct

Hand Size: 5 (+1 for each of your living Leaders)

Combat Pool: 3

Primary Victory Requirements:

1) Destroy all SkyNet Main Characters.

Alternate Victory Requirements:

1) Importance Win: Protect 10 Importance worth of Supporting Characters (minimum 3 characters). In order to protect them, these Supporting Characters must be taken to the Police Station and rotated during the Protection Step of the Staging Round (there can be no opposing characters present). Characters rotated in this manner are assumed to have been taken into protective custody and are removed from play.

2) Mission Win: At any time you acquire 10 Mission Points, you immediately win the game.

SHYNET PLAYER

Starting Hand

Starting Character and Items: Begin play with any single Terminator with the Infiltrator resource. Up to 20 Production points may be spent on your starting Terminator, including the base character and any combination of Implants you wish to purchase. Your starting Terminator begins play with all Implants you purchase. You must ensure that your Terminator still has its Infiltration after your Implant purchases when you are ready to begin play. (Advanced variant of this scenario: allow up to 2 Terminators with the Infiltrator resource to be used.)

Starting Location: Alamo Sport Shop

Hand Size: 5

Combat Pool: 3

Primary Victory Requirements:

1) Destroy all Resistance Main Characters.

Alternate Victory Requirements:

1) Mission Win: If at any time you acquire 10 Mission Points you immediately win the game.

2) Importance Win: Terminate 10 Importance worth of Supporting Characters to win immediately (minimum 3 characters).

LOCATION DECK

Both players must utilize location decks that contain 9 different locations with the Past or Past/Future Resource, one of which must be Main Street. No more than 3 Distinct locations can be used. Note: The Police Station is recommended for Resistance players who wish to be able to Protect Supporting Characters. At the beginning of play, both players shuffle all the cards in their location decks, except Main Street, and then place Main Street on the bottom of their deck.

SCENARIO RULES

1) Future Resource: Cards with the Future Resource or Restriction are not legal (and so cannot be played) in this Past Scenario (unless otherwise allowed by a card effect).

2) Starting Hands: Players' starting hands are limited to the Characters, Locations and Items given by the scenario, plus one optional Condition card.

3) Time Travel: The SkyNet player may use as much or as little of his allowed initial production (20 points) as he wishes. How much (or how little) the SkyNet Player decides to use of his allowed initial Production determines when SkyNet characters will begin the game. Unused initial production is lost.

Production Used:

(Players not currently in the game literally begin playing on the turn that they arrive. They may not play or draw a single card until that turn.)

- 0-6:** SkyNet player begins 2 full turns ahead of the Resistance player.
7-10: SkyNet player begins 1 full turn ahead of the Resistance player.
11-14: Resistance and SkyNet players begin at the same time.
15-18: Resistance player begins 1 full turn ahead of the SkyNet player.
19-20: Resistance player begins 2 full turns ahead of the SkyNet player.

FUTURE WAR: MULTIPLAYER SCENARIO

BACK-STORY

The war between Man and Machines rages on. SkyNet's Infiltrator units have successfully infiltrated various key regiments of the Resistance. After the destruction of Firebase Zulu and Firebase Victor at the hands of the Infiltrators, virtually all human regiments immediately cut all communication with other Firebase compounds and compartmentalized their own units and regiments. No one knew which unit had been compromised with Infiltrators and which units had not. Unable to trust anyone outside their own Firebase compound, each Resistance unit was forced to treat every other Unit as if it had been compromised. The Resistance is in a desperate position.

Immediately after it gained self-awareness, SkyNet (the living computer intelligence) made backups of its Core programming in case its main system ever went offline. After a successful Resistance attack against a series of Processor Banks, the dormant SkyNet clones became animated and sought refuge in the World Wide Satellite Network. Unfortunately, all the backups were slightly damaged from the attack. At the same time, thousands of SkyNet personalities gained self-awareness and immediately sensed each other in the Net. It is not known which SkyNet entity attacked first, but each believed that it was the real SkyNet and that all other entities were viral agents introduced by the humans. Now the world itself is burning, as war rages everywhere.

No Man or Machine can be trusted.

RESISTANCE PLAYER

Starting Hand

Starting Characters: Any 4 Resistance Main Characters (only 1 Leader)

Starting Items: Each Character may begin the game with 1 Ranged Item and 1 piece of Body Armor.

Starting Locations: Any one Firebase; Rubble Hills; plus any 1 additional location of your choice. (All starting locations are considered Distinct.) All Resistance Characters begin play at Firebase Delta.

Hand Size: 5 (+1 for each of your living Leaders)

Combat Pool: 4

Primary Victory Requirements:

1) Kill 'Em All: Destroy all opposing Main Characters.

Alternate Victory Requirements:

1) Missions: Acquire 12 Mission Points and immediately win.

2) Sabotage: When a Resistance Player (or his characters) causes 3 Factory locations brought into play by an opponent to gain the Damaged resource, he wins immediately. One additional Factory location is required for each SkyNet opponent beyond the first.

3) Alter the Past: If at any point you have Time Traveled 3 more Main characters than the opponent with the next highest total of Time Traveled characters, you immediately win the game.

SPECIAL RESISTANCE RULES

1) **Drone Reconditioning Facility:** No Resistance player may have a Drone Reconditioning Facility in his Draw deck or Location deck.

2) **Demolitions:** At the beginning of any Ready round that you control 4 characters with Demolitions at a location with the Factory resource (and no opposing characters), you may rotate all 4 characters and permanently add the Damaged resource to that location.

SKYNET PLAYER

Starting Hand

Starting Characters and Items: Begin play with 30 Production points worth of SkyNet characters and/or SkyNet Items. All Implants purchased are added to your starting characters in any manner you wish to allocate them. No more than 10 Production points can be spent on Drones.

Starting Locations: Barren Wasteland; Drone Reconditioning Facility; plus any 1 additional location of your choice (All starting locations are considered Distinct.) All SkyNet Characters begin play at the Drone Reconditioning Facility

Hand Size: 4

Combat Pool: 3

Primary Victory Requirements:

1) Kill 'Em All: Destroy all opposing Main Characters.

Alternate Victory Requirements:

1) Missions: Acquire 12 Mission Points and immediately win.

2) Conquer: If at any point your characters are alone (no opposing characters) at 2 Firebase locations at the same time, you win the game immediately.

3) Alter the Past: If at any point you have Time Traveled 3 more Main characters than the opponent with the next highest total of Time Traveled characters, you immediately win the game.

4) Reprogramming: During any Production step if you rotate a D-80411 Servo-Admin Drone at an opponent's Starting Drone Reconditioning Facility with no opposing characters present, you immediately win the game.

SPECIAL SKYNET RULES

1) **Firebase:** No SkyNet Player may have any locations with the Firebase resource in his Draw deck or Location deck.

LOCATION DECK

Must contain 9 different locations with the Future and Past/Future Resource, one of which must be the Time Displacement Laboratory. You may not have more than 3 Distinct locations in this deck. At the beginning of play, this deck is shuffled and the Time Displacement Laboratory is placed on the bottom.

SCENARIO RULES

1) Play Order: Play order always resolves in R-S order. However, in multiplayer games this order can be slightly modified for example, R-R-R-S, R-S-S, etc. etc. Before initial setup, all Resistance players roll a die, and Resistance play order follows in lowest to highest order, then all SkyNet players roll a die, and SkyNet play order follows in lowest to highest order. (This specific play order remains constant for the remainder of the game unless it is specifically changed by a card's effect text.)

2) Time Travel: During the Protection step if there are no opposing characters present at an undamaged Time Displacement Laboratory, you may rotate only one controlled Main Character - Human, Animal or Terminator (with Infiltration) - to Time Travel at this location. This character is removed from play and all non-Implant items are dropped at this location. Gain 2 Mission Points per character removed in this fashion.

3) Starting Locations: Time Displacement Laboratory and/or Processor Bank may not be chosen as a Starting Location and only 1 copy of Time Displacement Laboratory may be in your Draw Deck or Location Deck.

4) Hand Size Bonus: The player with the most Time Traveled characters gets a Hand Size bonus of +1 for every character beyond the closest opponent's total.

5) Past Resource: Cards with the Past only Resource or Restriction are not legal (may not be played) in this Future Scenario (unless otherwise allowed by a card effect).

6) Starting Hands: Players' starting hands are limited to the Characters, Locations and Items given by the scenario, plus one optional Condition card.

CREATING A NEW SCENARIO

Part of the fun of the Terminator CCG is the ability to create your own Scenario and to recreate scenes and situations in the movies! To modify an existing Scenario, or design an entirely new one, there are several benefits or penalties one can assign, such as:

- 1) Add (or remove) starting characters for the players.
- 2) Add (or remove) starting Items for the players.
- 3) Add (or remove) starting locations for the players.
- 4) Increase (or decrease) starting Combat Pool.
- 5) Additional deck restrictions (no Ranged weapons for the Terminator, for example).
- 6) Tougher (or easier) Victory requirements (for example, lower/higher Importance requirements or more/less characters to Protect/Terminate).
- 7) The most innovative players will design Cross Over scenarios that will allow players from all the CCGs designed using the Battleground game mechanic to interact together. Once the Scenario Victory requirements are set, create restrictions on the Events, locations, Supporting Characters, and Items that players will use. Specify Starting Locations for each player.

Beyond this, you can invent completely new rules and options for your Scenario, making it as original as you want it to be.

6: REGIMENTS

The Resistance is a military guerrilla warfare organization; they are the best that humanity has left to stop the tides of machines. Regiments are specialized units of Resistance soldiers who share a common theme. There are 6 main Regiments in Terminator CCG: Premier Edition while others will follow in each expansion.

IRON GUARD **"FIRST IN, LAST OUT."**

When the armies of the world fell before the dawn of the machine, those of Mother Russia held out the longest. The cold metallic tide of SkyNet's forces broke on these hardy warriors, who came to form the core regiment of the Resistance. The physical toughness of its troops combined with age-old tactics of trench warfare and scorched-earth policy proved many times in the field to help the Resistance hold ground it would otherwise have lost.

CANINE SUPPORT **"MAN'S BEST FRIEND..."**

...And often an infiltrator's worst enemy. This highly specialized regiment is responsible for producing arguably the most important soldiers in the entire Resistance: highly trained canines. Dogs. But of equal importance are the men and women who train and work with these animals. Often working in near symbiosis, Trainer and Canine share the comforts, hardships, and high level of respect that comes with their most critical role-- that of rooting out infiltrators attempting to breach the security of the Resistance. In the future, a Veterinarian is worth a hundred medics.

COVERT OPS

"THE GHOST IN THE MACHINE"

FBI. KGB. CIA. None of these organizations of the past can compare to this clandestine organization of computer and stealth specialists. Covert Ops agents are feared and mistrusted by other humans, but are viewed as necessary to the success of nearly every mission against SkyNet's technological resources due to the prowess of its hackers. Part of the reason for this mistrust is the veil of secrecy shrouding them through the use of "code-names" and tactics patterned after the game of chess. Wielding strange and highly advanced technological devices and seemingly possessed of unnatural physical ability, these "ghosts" consider the mission more important than the ones who undertake it although rarely do they leave any dead behind. Many consider Covert Ops as much of a threat as SkyNet.

BLACK SHIELD UNIT **"WE ARE THE LIGHTNING'S HAND."**

Snipers and scouts, the members of this regiment represent the penultimate degree of marksmanship. Often moving in pairs unseen across the battlefields, many a SkyNet horror has fallen to the deadly precision of just one shot from a member of this regiment, where the hailstorm of bullets and shrapnel from the front ranks had failed. But fame derived from their skills and being distanced from the brutality of front-line warfare has dealt many of the members of Black Shield a blow far worse than any SkyNet could have delivered--Pride. Pride in their accomplishments and an elitist attitude has brought more than a few dark stains to the honor of this regiment. Security breaches have often been suspected of members of this regiment, but so far nothing has been proven.

DELTA COMPANY "...BOOM!!"

If there is a way for SkyNet to build it, these men and women will find a way to tear it down. Reckless, fearless, these soldiers excel at the art of Demolitions. Considered nearly deranged by some, no one denies the bravery members of this unit exhibit in the handling of the dangerous materials they ply, nor in the methods used to plant them. Whether it be an underground access pipe, SkyNet Factory wall, or even riding the back of a Hunter-Killer to plant a Phased Plasma Charge, each member of Delta Company would gladly throw the "Dead Man's Switch" to save the lives of others.

132ND EAGLE WATCH "THESE ARE YOUR ORDERS. I AM SORRY."

132ND Eagle Watch members are the upper echelon of the elite Resistance forces. Their ranks are never overflowing and their members are always spread thin throughout the Firebases. The 132ND Eagle Watch Regiment represents the best tactical minds the Resistance has to offer. These are the men and women who are forced to make the tough decisions. They are the ones who send their troops out to fight and to die. They are the ones strong enough to bear the burden of command.

RECON/SECURITY "CONNOR'S OWN SPECIALIZED FIGHTING FORCE."

This regiment is only briefly explored in the Premiere, in order to give the players a taste of how we will be modeling other members of this regiment in our first expansion, Judgment Day.

7: QUESTIONS AND FURTHER CONTACT

There are a variety of ways to contact us. Our main address is:

Precedence Entertainment
P.O. Box 28397
Tempe, AZ 85285

Retailer / Prec-Rep Hotline: 1-888-256-4955
Website: www.etermity.com

If you have a rules question, please phrase it so it may be answered with a Yes or No if possible. Check our website above first, and if you can't find your answer please email us your Terminator CCG question to jconnor@etermity.com You can also write to us at the above address.

If you have any other issues with your product, or to submit new card ideas, rules, or scenarios, please email those to support@etermity.com or you can write to us at the above address. All submissions become the property of Precedence Entertainment and may be used without permission or compensation to the submitter. Who knows, maybe you'll see your idea appear in a future edition, expansion, or on our web site!

THE LEGENDS FAN CLUB

Do you want to increase your involvement, and be on the cutting edge of new developments for this and other Precedence Entertainment products? Then join the Legends Fan Club, an elite international organization of serious players and collectors of Precedence Entertainment products. Basic membership is \$18 per year (\$25 outside the USA) and includes a newsletter, rated game play, special offers and promotional merchandise not available in retail stores, advance information on tournaments, upcoming releases and other events. For an additional fee, you can receive promotional materials for more than one product line without a second membership! Please visit our website, write to us at the above address, or email us at legends@eternity.com - Don't miss out!

DEMONSTRATIONS, TOURNAMENTS AND PREC REPS

Precedence product events include demonstrations, sanctioned tournaments, convention support and more!

The Prec Reps are a group of specially selected volunteer Precedence Representatives who arrange in-store demonstrations and judge officially sanctioned Terminator CCG tournaments around the world. Both retailers and fans that participate in the Prec Reps program receive numerous benefits. If you are looking for information about tournaments or demonstrations, if you are interested in becoming a Prec Rep, or if you are a retailer or game club that is interested in sponsoring or finding a Prec Rep in your area, please visit our website, write to us at the address above, or email us at precrops@eternity.com - Contact us today!

8: COMPATIBILITY WITH OTHER BATTLEGROUND SYSTEM CCGS

Terminator CCG is fully compatible with the Aliens Predator CCG and any future CCGs that Precedence publishes based on the Battleground game system. Crossover scenarios can be easily designed following the same steps as listed in Section 4: CREATING A NEW SCENARIO, simply ensure that all Factions are given balanced Victory requirements.

SPECIAL CROSSOVER GUIDELINES

These guidelines are suggestions for designing your own scenario. They may be modified or revised in the future. For the most up to date information, check our official website at www.eternity.com

- All SkyNet characters are assumed to have the Synthetic resource but are not prevented from attacking humans.
- All SkyNet Items are worth 3 Honor.
- Drones are worth 2 Honor.
- Terminators are worth 4 Honor.
- Hunter-Killers with Flight are worth 7 Honor.
- Hunter-Killers without Flight are worth 10 Honor.
- SkyNet characters are NOT immune to Environmental Acid Damage.
- The play order should be tailored to the specific scenario that you design, however, it is best to ensure that the Aliens faction is always last. The default turn order is Marines, Resistance, SkyNet, Predator, Aliens.

For more information and sample crossover scenarios, log on to our official website at www.eternity.com.

APPENDIX A: RESOURCE AND RESTRICTION LIST

Animal: A species resource that describes most of the non-human, non-mechanical characters in Terminator. Animals cannot search for, carry, or use items, drive/pilot Vehicles, or be controlled by SkyNet characters.

Barrier: A Barrier remains in play until its Power rating is reduced to zero or it is canceled by an event/effect that specifically targets events (with Barrier). Barriers physically exist at both locations they cover and can be targeted by both Ranged and Close Combat attacks. Your characters may move past their own Barriers with no penalty. However, opposing characters may not cross your Barriers without first destroying them. Characters separated by a Barrier may not declare attacks against each other. Barriers may not be deployed during a Combat sequence.

Brave: A character that successfully masters his or her fear.

Central: An Interior location resource indicating a place located in or near a main high traffic area.

Civillian: Location resource indicating a place where average citizens would tend to populate.

Computers: Computers in the 20th century were rudimentary and mainly used to make life easier. The computers of the future form the worldwide network that is the artificial intelligence called SkyNet. In the future, computers hooked into the SkyNet become yet another virtual appendage of these cyber-beings.

Confined: An enclosed area that is difficult to move around in.

Cover: A location or the contents of a location that provide shelter from attacks.

Coward: A character who lets his fear get the better of him.

Damaged: Any location or item with this resource cannot be rotated or otherwise used for effect. In addition, the item or location's Effect text is considered blank while it is damaged. Damaged distinct locations remain distinct.

Dark: Characters gain -2 To Hit when declaring an attack against a target at a location with the Dark Resource.

Drone: These are non-combat units that make up the production aspect of the SkyNet player's empire. Drones may not carry or use items.

Equipment: These are typically non-lethal items that do not require special training to use.

Explosive: A very destructive weapon type used by both sides of the war.

Factory: SkyNet weapons and troop manufacturing facilities. Drones may rotate at undamaged locations with the Factory resource to generate Production.

Firebase: These are Resistance strongholds scattered across the wasteland. They represent humanity's last line of defense. SkyNet Players may not add locations with the Firebase resource to their Draw decks or their Location decks.

Flight: Characters with this resource cannot declare Close Combat or be targeted for Close Combat. They can also pass through any Barrier unless it specifically says otherwise regarding the Flight resource.

Formations: Battlefield tactics extend to the proper positioning of your troops to maximize the chances of their mission's success. You may only play a Formation on your own characters and you may only have 1 Formation in play at any time. You may choose to discard your current formation at any time or when a new Formation is played.

Future: A term used to restrict certain items/characters/locations to a specific time period. For example: Locations with the Future restriction can only be used in Future scenarios and not scenarios that are considered to take place in the Past.

Hacker: A character proficient at breaking computer security codes and other non-traditional computer related skills.

Hi Tech: Advanced technology and machinery.

Human: A species resource that classifies the vast majority of the Resistance faction.

Hunter-Killer: These characters may not enter Interior locations or Cross Locations (from Aliens Predator CCG). Damage tokens do not reduce a Hunter-Killer character's To Hit ability or Speed attribute. Hunter-Killers may not be built at Interior Factory locations.

Implant: These items represent the Internal technology that the SkyNet Player can equip its Terminator characters with, legal in Past as well as Future scenarios. Implants can only be added to a Terminator and cannot be dropped, discarded, or otherwise removed (exceptions will be stipulated on the Implants).

Infiltrator: This refers to a specific class of SkyNet characters that have the potential to use the Infiltration attribute in order to pass virtually undetected in Human society and as such control Supporting Characters.

Leader: Command skills that convey a +1 to Hand Size. You may only have 1 Leader per starting group of characters.

Lethal: A resource referring to characters that specialize in fighting in Close Combat.

Long Ranged: A Ranged item with the Long Ranged resource can be used by the weapon's owner to declare an attack on any character at the same location OR at a location adjacent to the owner.

Lucky: A character blessed with good fortune.

Marine: A character with specialized Military training skills. Trained to survive under harsh conditions and to use Military Arms.

Marksmen: A resource of characters that have completed specialized training in sharp-shooting.

Mechanic: A person skilled in fixing things on a smaller scale, such as items.

Medic: A character skilled in 'Battlefield Medicine' and other general first aid techniques.

Military Arms: Powerful items that can only be used by characters with the Resistance or Marine Resource.

Open: A location with a lot of vacant space, like a parking lot.

Past: A term used to restrict certain items/characters/locations to a specific time period. For example: Locations with the Past restriction can only be used in Past scenarios and not scenarios that are considered to take place in the Future.

Programmer: A character skilled at manipulating computer hardware and software.

Resistance: A character with Military training that specializes in stealth, sabotage, and survival. Trained to use most Military Arms.

Scout: A character skilled in reconnaissance and avoiding enemy detection.

Secure: A location that has been enhanced with some form of security. This security may represent guards, mechanical devices or other security measures.

Short Ranged: A Ranged item with the Short Ranged Resource can be used to declare an attack on a character at the same location as the weapon's owner.

SkyNet: A species resource that describes most of the mechanical characters in Terminator. Only SkyNet characters can use SkyNet Items (chrome framed Items).

SkyNet Item: This is a broad category of advanced items that can only be used by characters with the SkyNet resource.

Sniper: A character specially trained to accurately hit targets from a long distance away. Excelling in stealth and silence, these characters often make the best assassins.

Synthetic: In crossover scenarios, SkyNet characters without Infiltration are considered to have the Synthetic resource. Aliens may not attack any ready synthetic character who has not moved. Aliens may not use any SkyNet character as a host to mature aliens.

Tactics: The knowledge of how to effectively maneuver in combat, to gain an advantage over the enemy.

Terminator: This refers to a specific series of SkyNet character, a humanoid skeleton constructed of extremely resistant alloys. Only a Terminator can use Implants.

Unlucky: A character cursed with consistently bad luck.

Veteran: A character with lots of combat experience.

Weaponry: Weapons of the 'point and shoot' variety that may be used by most characters (handguns, Shotguns, etc.).

APPENDIX B: GLOSSARY

Ability: Characters have 5 abilities: Movement Points, Defense, Resistance, Damage, and "To Hit". An Ability can only be boosted by ONE Event card at a time but may be reduced by any number of Event cards. Other kinds of cards (i.e. LS-81 Laser Sight) may modify an ability in addition to one Event. Identical cards that modify an ability are not cumulative. 4 of the abilities are derived from, and directly affected by, a character's 2 main Attributes: Speed and Power. Movement Points and Defense are derived from the Speed Attribute, Damage and Resistance are derived from the Power Attribute.

Action: Anything you or your characters do that affects the game. It could be playing a card, moving a character, declaring an Attack or Search, rotating to activate an effect, etc. Attacks and Searches are declared then resolved later. Most other Actions resolve as they are declared. Few cards can "interrupt" these Actions before they resolve.

Adjacent Locations: Adjacent locations are those directly to the left, right, above any copy of an exterior location card, and above or below an interior location card. Characters may normally move from one adjacent location to the next by spending 1 Movement Point. See also: Distinct Locations.

Ammo Items: These items represent various types of specialty ammunition that can be loaded into Ranged items. Once per turn an Ammo item may be rotated when an attack is declared to represent loading that ammunition into the Ranged item. Ammo cards redefine the effect text of the Ranged Item that the Ammo is loaded in by either adding or subtracting to the current Ranged Item's damage dealing capability or by replacing that Ranged Item's effect text completely. Characters may carry as many Ammo cards as they desire, but only 1 Ammo card may be loaded into a Ranged item at any given time.

Armor: Armor is any form of protection that reduces Damage. Each point of armor reduces any normal Damage taken by one point. All forms of Environmental Damage ignore armor (See Body Armor).

Attack: An Attack is one specific instance of a character attempting to inflict damage on one or more target characters (or other target cards). Whenever an Attack occurs, a Combat sequence exists, and the same steps outlined in the Combat round follow for all attacks. There are two kinds of attacks: Normal Attacks (which are Main Actions and usually take place during the Combat Round) and Free Attacks (which don't require rotating). A Free Attack may occur at any time except the Protection step and the Discard and Draw round, and resolves immediately.

Attachment Items: These items represent gadgets that characters clip onto other Items to enhance their effects. Attachments may only be used with the appropriate undamaged item as described in its effect text. An Item may have only one attachment at a time. The Attachment remains attached to that Item until the end of the turn.

Attribute: Attributes are the two main statistics that every character possesses, Speed and Power (Some Terminators have a third attribute called Infiltration). Four abilities are derived from, and directly affected by, these Attributes: Movement Points and Defense are derived from a character's Speed Attribute; Resistance and Damage are derived from a character's Power Attribute. Attributes may be modified by ANY number of Event cards. Modifying an Attribute automatically affects the abilities that derive from that Attribute.

Body Armor: There are various types of Armor in Terminator CCG. Characters can enhance their chances of surviving an attack by wearing Body Armor. Armor is added to the character's current Resistance rating and compared against incoming damage. Only one Body Armor item may be used at a time. Some Body Armor items have a '+' rating, this means they may be used in conjunction with other Armor items. Characters with built-in Armor can still use Body Armor items, however only the higher Armor rating is used in this case (they are not cumulative).

Example: T-800 CSM-101 Infiltrator has a built-in Armor rating of 1. If the T-800 CSM-101 picked up the Composite Body Armor (Armor 3) item, his total Armor rating would still be 3 (the Armor rating of the highest Armor available).

Characters: Characters are the beings (regardless of their species) represented by cards in the game. There are two main subcategories of characters: Main Characters and Supporting Characters.

Close Combat: Hand-to-hand combat. Usually declared before Ranged Combat, but resolved after Ranged Combat.

Combat Pool: Combat Pool is a token-based currency used to bring more powerful cards into play.

Damage: Damage is inflicted by hits in combat. For Ranged Combat, Damage is listed on the weapon. For Close Combat, Damage is Power plus any weapon bonus. A character (or other card) that is hit by an attack takes the number of Damage tokens equal to the attacker's total inflicted Damage, minus the defender's total Resistance and Armor. Each point of Damage reduces a card's Attributes and its To Hit ability by -1. (The attribute reduction causes all other abilities to decrease as well.) If the Damage tokens ever reduce a character's, vehicle's (in the upcoming expansions), or Barrier's Power to zero, the card is discarded.

Defense: A character's Defense ability is derived from its Speed attribute. As Speed goes up or down, so does Defense. An opponent must roll a number higher than a target's Defense in order to hit it in combat.

Distinct Locations: For these locations only, identical distinct locations do not represent the same location. You and your opponent may have multiple copies of the same distinct location in play, and none of them are considered the same location. All Starting Locations and Interior Locations are automatically considered distinct. For distinct cards, adjacent locations are only those physically next to the location in that player's HUD. Damaged distinct locations remain distinct.

Effect: A card's effect or effect text states any special rules for that card. Effect text describes what the card does, how long the effect lasts, and how the card may be played.

Healing: Characters in The Terminator CCG do not automatically heal all their damage at the end of a turn. Damage may only be removed/healed through the use of special card effects. Healing allows you to remove a specified number of Damage tokens from an injured character.

Identical Locations: If there are two or more locations with the identical name on the Battleground they are considered to be identical locations (literally the same place; if a character is at one, he is at all of them). If a Location card is modified during play, as when a resource is added or removed from it, all other identical locations are also considered to have been modified. All characters at any of the identical Location cards are considered to be at the same location for all Combat, Movement, and Effect card purposes.

Individual: If a card's Effect Text says it is Individual, you may only have one copy of that card in play at a time.

Interior Locations: Interior locations represent indoor or underground locations. They are similar to Exterior locations except when they are brought into play they are placed above an Exterior location. Interior locations with the exact same name are considered distinct.

Killed or Destroyed: Whenever the Damage tokens on a card are equal to or exceed its Power attribute, these cards are considered to be killed (or destroyed, for non-characters). See effects of damage, page 23.

Limited Items: Item cards with the term "Limited" in their effect text are restricted to a maximum of 3 copies of that specific card in the player's draw deck.

Missed: When a character declares an attack and does not roll higher, after modifications, than his target's defense, he fails to hit his target and has missed.

Movement Points: A character's movement ability is based on his Speed attribute. As his Speed goes up or down, so does his available movement. At the beginning of your Movement segment, a character's Speed confers an equal number of Movement points (MPs) for use during the Movement segment. A character spends one Movement point each time he moves into an adjacent location. When a character is reduced to zero Movement points, he can normally no longer move.

Opponent: Any player other than yourself currently playing the game.

Opposing: Any cards (locations, characters, items, etc) that you do not currently control at that specific time are considered to be opposing cards.

Owner: The "owner" is the character that is presently in possession of a particular Item in question. Example: Sgt. Reese is carrying a Shotgun. The Shotgun's owner is Sgt. Reese. Possession is nine tenths of the law.

Persona: Some characters receive special attention as they are considered to have grown throughout the story. These type of characters have the term Persona in their effect text. These personas represent the individual character at different stages of his life. It is important to note that all personas of a specific named character are considered to be that specific named character.

A Persona character is treated as though he is Singular. As such, no other copies or versions of that character may be brought into play or exist in play at the same time. Furthermore, when a Persona character is removed from play, no other copies or versions of that character may be brought into play for the remainder of the game.

Permanent: Events with the term 'permanent' in their effect text are events that have a special duration. These cards will remain active and ongoing wherever they are played until they are cancelled by some special means. Some other effects may be labeled as Permanent.

Player: Player refers to you and your friends, not to be confused with individual Resistance Fighter or Terminator characters. Many card effects specify a player, an opponent, an opposing player, etc.

Power: A character's Power attribute determines how much Damage a character can resist before being hurt (his Resistance), the base Damage the character can inflict in Close Combat (his Damage), and how hard the character is to kill (his Power). If a character's Power is reduced to zero by Damage tokens, he dies.

Random Effects: Most damage in The Terminator CCG is acquired through direct combat with an opposing character, this is referred to as 'Declared Attacks.' However, there are rare cases where your characters may be killed by other means that cannot be traced back to any specific character. For example, the Resistance Player plays the event 'Raging Inferno' on a damaged location and as a result 5 opposing characters are killed. These characters were killed by a random effect, not by any specific player or character.

Ready: A card is ready when it is in an upright (vertical) position. All cards are readied or turned upright during the Ready Round indicating that they are available to be rotated. Readied cards are capable of rotating to perform a Main Action. Actions that are NOT Main Actions (such as movement) may be performed whether or not a card is ready.

Resistance: A character's Resistance ability is equal to that character's Power attribute. If a character's Power goes up or down, so does his Resistance. All normal Damage inflicted on a character is reduced by his Resistance (to a minimum of 0).

Resistance Main Character: This is a term used in Premier Edition cards to refer to ANY green-bordered Main Character Card. The Resistance Player may only use these characters.

Reveal: This is an action whereby a character's Hidden Movement marker is flipped over for all to see and then discarded. If the marker turns out to be the real character, that character is revealed and all the decoy markers for that character are discarded. If the revealed marker is a decoy, it is discarded but the rest of the markers remain.

R-S (Resistance - Skynet) Order: Whenever multiple players want to perform an action at the same time, the actual order in which things occur is Resistance - SkyNet Order.

Rotate: Rotate a card (turn it on its side or at a 45-degree angle) to show that it has taken its Main Action for the turn. Only cards that are in the ready position and that are capable of rotating may be rotated.

Round: A round is part of a turn. There are five rounds during every turn from the Ready round to the Search round. Every player may act during every round in R-S Order.

Search Action: Any card that specifies "search" or "find" in its effect text is a search action and may only be performed during the Search Round. Regular searches are also search actions.

Segment: Every step of a round is broken down into segments. For example: in a 2 player game during the Movement step, there is a Resistance Movement segment and a SkyNet Movement segment.

Shuffle Deck: Any time you are allowed to search through your Draw Deck, you must shuffle it afterwards.

Singular: If a card's Effect Text says it is Singular, only one copy of that card may be in play at a time. Once one copy of a Singular card is in play, no other player may bring a copy of that card into play until the first is discarded or otherwise removed from play.

Species: Each character belongs to a Species. The most common Species are Human, Animal, Terminator, Hunter-Killer, and Drone. Species resources cannot be removed for any reason.

Speed: A character's Speed attribute determines how many locations he can move (his Movement Points ability) and how hard he is to hit in combat (his Defense ability).

Starting Cards: Starting cards are a special subset of cards in the setup of The Terminator CCG. These cards are not considered apart of your Draw deck and as such do not count towards the 40 card minimum requirement. Starting cards are completely dependent upon the scenario you have chosen to play but they typically consist of an optional Condition, any Main Characters, Items, and Starting Locations.

Starting Hand Size: Determined by the scenario. It is not fixed and will vary as character and event cards are played. NOTE: In most Scenarios, players do not get to draw any cards until the first Discard and Draw Round.

Step: A Step is part of a Round. Every Round may be broken down into Steps though this is often not necessary. Every player performs every Step before anyone proceeds to the next Step.

Survive: If your character was the target of an attack by an opposing character and if for whatever reason your character is alive at the end of the combat sequence or combat round, then your character is said to have survived that attack(s).

To Hit: The ability of a character to hit a target in combat. When a character rolls above his target's Defense on a six-sided die he will hit his target. Only one Event card may increase a character's ability To Hit, though any number of Events may decrease To Hit. Other kinds of cards (i.e. LS-81 Laser Sight) may modify To Hit in addition to one Event. Identical cards that modify To Hit (or any other ability) are not cumulative.

Triggered Effects: Just/When: Some events and missions have special requirements in order to be played. In most cases this is apparent by the use of the word, 'just' or 'when'. You may immediately play the card in question (be it event, mission or something else) as soon as the requirements of that card are completed. If play continues and you remember at a later point in the game, you have missed that opportunity to play the card.

Turn: One entire cycle of game play from the Ready round to the Search round. Every player acts during every turn. Cards that last for a number of turns expire at the end of the final specified turn's Search Round. Turns are divided into Rounds, Rounds are divided into Steps, and Steps are divided into Segments.

Unique: Only one of each unique card is allowed in each player's draw deck.

CARD LIST

COMMON CARDS

.44 AutoMag
12-Gauge Auto-Loader
400 Rounds and Counting
Ammo Cache
Anticipation
Barred Door
Barren Wasteland
Bartender
Battle Fatigue
Battlefield Repairs
Better You Than Me
Blood Splatter
Chain Link Fence
City Street
Concentration
Construction Drone
Coordinated Fire
Cover Charge
Crowd Cover
Daybreak
Deadly Force
Defective Ammunition
Desperation
Destiny's Child
Detachable Surveillance Module
Distractions
Exertion
Extended Magazine
Extended Range
Extrapolate
Fearless
Field Dressing
Field Repairs
First Aid Kit
Flashlight
Garbage Man
Glancing Blow
Glass Shards
Glitch in the System
GSgt. Valdez
Heated Fighting
Heroic Sacrifice
Hidden Weapon Stash
Hide
Hollow-Point Rounds
Human Intuition
Hypersonic Emitter
Inconsequential
Ineffective Weaponry
Infiltrator
Inhuman Resilience
Leading By Example
Light Assault Infiltrator
Makeshift Barricade
Manstopper Rounds
Misfire
Mistaken Identity
Move It
Multiple Target Acquisition
Munitions Hold
Nightfall
Nightmares
Observatory
Obstruction
Ocular Implant: Infrared Optics
Orphan

COMMON CARDS

Out Dancing
Parking Lot
Perfect Disguise
Perimeter Patrol Dogs
Phone Book
Pipe Bombs
Point Blank
Power Spike
Preach the Future
Prime Directive
Puppet Strings
Pvt. Baker
Pvt. Garcia
Pvt. Garstin
Quick Deployment
Rational Explanation
Raze
Recon Infiltrator
Reconstructive Nanites
Relentless
Reload
Remington 870
Resistance Private
Retractable Claws
Rewriting History
Rubble Hills
Ruined Flesh
Ruined Street
Run!
Savagery
Scatter
Scouting Mission
Sewage Tunnel Entrance
Shattered Hope
Skills Upgrade: Marksman
Skills Upgrade: Medical Training
Staff Lunchroom
Stay Frosty
Storm the Wires
Successful Infiltration
Sunglasses
Switchblade
Target Acquired
Targeting System Failure
Trench Warfare
Twist of Fate
Unit Deployment
Up Close and Personal
Vicious Attack
What Will It Be?
When In Doubt
Your Clothes...

UNCOMMON CARDS

20-Watt Phased Plasma Rifle
Adaptive Programming
Advanced Construction Drone
Advanced Scouting
Ambidextrous
Armor Piercing Rounds
Automated Armory
Automated Assembly Line
Battlefield Shadows
Big Jeff's Family Restaurant
Blending In
Blown Power Grid
City Ruins
Combat Roll
Compromised Stronghold
Concealed Weapon
Conquer
Cpl. Greene
Cpl. Marcus
Cpl. Pierce
Critical Systems Failure
Data Stream
Deny Fate
Detailed Analysis
Disrupt Command & Control
Drone Recon-ditioning Facility
Electromagnetic Rounds
Entropy
Excessive Force
False Sense of Security
Firebase Delta
Genocide
Gruesome Transport
Guard Dogs

Heavy Combat Chassis Unit
Hesitation
Industrial Sabotage
Iridium Power Cell
Kevlar Body Armor
Kill Shot
Laser Defense Grid
Late Breaking Story
LCpl. Devin
Lethal Training
M-16A1 Standard Issue
M45 - Thermal Imaging Scope
Manhole
MD304 Burn Kit
Mobile Assault Unit
Murphy's Law
Oath of Allegiance: Black Shield Unit
Oath of Allegiance: Covert Ops
Oath of Allegiance: Delta Company
Ocular Implants
On Your Feet, Soldier
Orbital Control Center
Out of Stock
Packrat
Plasma Overload
Predicted Outcome
Priorities Rescinded
Processor Bank
Protection
Pvt. Furious
Pvt. Grey
Reconnaissance

Reinforced Structure
Remote Tactical Unit
Research & Development Facility
Right Off The Assembly Line
Rook II
Running Battle
Schematic Download
Search Pattern
Sgt. Maj. Jensen
Shifting Sands
Sixth Sense
Skills Upgrade: Basic Training
Skills Upgrade: Veteran
Slagged Gear
Spread the Word
Staggered Formation
Steel Mill
Storage Cell
Stronghold Mechanic
Subdermal Armor: Level 1
Tactical Formation
Tactical Error
Tactical Infiltrator
Time Displacement Laboratory
Time Lab Discovered!
Toxin Coated Spikes
Trash Warrens
Trenchcoat
Unpredict-ability
Urgency
Walking in Shadows
Well Rested
Wetware Processing Facility
What's the Date?

RARE CARDS

.50 cal Barretta M-82A1
.50 Desert Eagle
40-Watt Phased Plasma Rifle
A Learning Computer
A New Beginning
Advanced Stealth Infiltrator
Aerial Recon Unit
AR-18 Assault Rifle
Arm-Mounted Gatling Gun
Augmented Musculature
Bonefields
Braced For Impact
Casting
Clean Room
Col. Perry
Collapsed Ceiling
Composite Body Armor
Construction Site
Counterintelligence
Cpl. LeBreton
Dermal Ablative Armor
Det. Lt. Ed Traxler
Det. Sgt. Hal Vukovich
Divine Intervention
Dr. Peter Silberman
Echelon Formation
Escape Plans
Esprit de Corps
Evasive Maneuvers
Extreme Prejudice
Extreme Sanction
Flight Control Facility
For a Price
Forward Offensive
Ginger Ventura
Gramps
Hint of Things to Come
Holographic Array
Human Error
Infiltrator Assembly Plant
Inspiration
Interrogation Room
Intuitive Reflexes
Knight IV
Limited Resources
Living Room
Locked Storeroom
Lt. Ryan
M31A - Phosphorous Grenade
M41 - Range Finder Scope
M71 - Armored Tactical Helmet
Maj. Villalobos
Maj. Wiggs
Maximum Production
MD301 Bio Spray
Medium Assault Infiltrator
Mission Debriefing
Oath of Allegiance: 132nd Eagle
Watch
Obliteration
Ocular Implant: Retinal Laser
Outclassed
Overproduction
Phased Plasma Charge
Plasma Dampening Field
Primal Fear
Pvt. Gentii
Raging Inferno

Recycling Operation
Refractive Cloaking Armor
Reinforced Hardpoint
Reinforcements
Rerouting Emergency Power
Retroviral Engineering
Rubber Skin
S.W.A.T. Tactical Officer
Safehouse
Salvage Operation
Sarah J. Connor
Sarah Louise Connor, Mother of
Two
Sarge
Sentinel
Servo-Admin Drone
Sgt. Hannum
Sgt. Kyle Reese
Skills Upgrade: Tactical Database
Suicidal Tendencies
Surplus Depot
Tactical Analysis
Tactical Command Unit
Technical Malfunction
The Pass
There's a Storm Coming...
Underground Archives
Unit Construction Zone
Urban Ground Assault Unit
Uzi 9mm
Vantage Point
Victory Through Attrition
Viral Contamination
Wanted
When Animals Attack

STARTER CARDS

.357 Magnum
.45 Long-Slide
Alamo Sport Shop
Alleyway
Anticipation
Apartment Complex
Battle Fatigue
Battlefield Repairs
Better You Than Me
Bullet-Proof Vest
Caught Off Guard
City Park
Cpl. Rensey
Dark Alley
Desperation
Discipline
Distractions
Dumpster
Exertion
Field Dressing
Garbage Man
Glass Shards
Heated Fighting
Hide
Hollow-Point Rounds
Human Intuition
Ineffective Weaponry
Infiltrator
Inhuman Resilience
Investigative Reporter
Isolated Side Street
Kitchen
LS-81 Laser Sight
Main Street
Manstopper Rounds
Matt McCallister
Misfire
Mistaken Identity
Move It
Nightmares
Out Dancing
Pawn III
Pawn Shop
Phone Book
Police Officer
Police Station
Reconstructive Nanites
Remington Police Model 870
Ruined Flesh
Run!
Sarah J. Connor
Sewer
Sgt. Kyle Reese
Shattered Hope
Skills Upgrade: Marksman
Stay Frosty
Street Punk
Suburban House
Suburban Street
Sunglasses
Switch Blade
Target Acquired
Targeting System Failure
Tech Noir
Tiki Motel
Twist of Fate
Up Close and Personal
Your Clothes...