CONFEDERATE TERMINATOR

Specialist, Outlaws, Human, Heavy Trooper, Confederate, Tainted

A'



CONFEDERATE TERMINATOR

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.