PROGRAMMING FUNCTIONS

IF YES ➔ Advance toward the character.

IF NO ➔

IF YES ➔ Advance toward the token.

IF NO ➔

IF YES ➔ Advance Ultron toward the Console. Use Matter Transferrence to place Ultron within ⊕ 1 of the Doomsday Console, if needed. Ultron interacts with the Console.

IF NO ➔

IF YES ➔ Advance Ultron toward the Console. Use Matter Transferrence to place Ultron within ⊕ 1 of the Doomsday Console, if needed. Ultron interacts with the Console.

PERFORM ASSAULT FUNCTION

PRIORITY PROGRAMMING:

Holding a Terrified Citizen Token ➔ Injured ➔ Lowest Energy Defense

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If No

Is there only one Crisis Team Character within ∅ 2 of Ultron?

If No

Are there MORE than one Crisis Team Characters within the Range (∅) of the ‘Rage of Ultron’ attack?

If No

Is there a Crisis Team character within ∅ 4 of Ultron?

If No

Perform another Programming Function.

If Yes

Ultron makes a Metallic Talons attack targeting that character. Ultron uses The Folly of Man superpower when making this attack.

If Yes

Ultron makes a Rage of Ultron attack. If Ultron has more than 3 Corrupted Firmware tokens, Ultron uses The Folly of Man superpower when making these attacks.

If Yes

Ultron makes an Energy Blast attack targeting a Crisis Team character. If multiple characters are in range, see Priority Programming to pick a target.

END COSMIC THREAT TURN

**Priority Programming:** Holding a Terrified Citizen Token → Injured → Lowest Energy Defense