



THE LONG ROAD HOME

The collapse of reality leaves plenty of wreckage in its wake, and the rifts care little about collateral damage. A fissure in the universe just spat out two sentient robots from a distant dimension, and a yawning portal remains. According to RedBot, BlueBot is carrying a weapon capable of vast devastation, which RedBot promises to his allied faction. According to BlueBot, he carries a device which can provide his people with the energy needed to stabilize their world and he promises to share some of this energy with his allied faction if they can escort him to the portal.

RedBot's Faction wins if BlueBot is destroyed. BlueBot's Faction wins if BlueBot reaches the portal.

RedBot

Health: 35	Move: 6
Defense: Physical (2)	Training: Support

Abilities

Self-Starter: This unit generates 1 Activation Point which can only be spent to activate this unit.

Energy Barista: While activated, spend an additional AP to grant all units within 6 steps an additional ½ their standard Movement.

Super Charged: Instead of moving, RedBot can double the Movement of any one unit within 9 steps for one full round.

Bull: Passive. If Redbot passes over Difficult terrain, place a Path token on that terrain. Terrain with Path tokens are no longer considered Difficult. Removing a Path token requires a unit to expend 3 steps of Movement.

Targeting Coordinates: Once per Activation, RedBot can grant one other unit Line of Sight to any target Redbot can see.

BlueBot

Health: 25	Move: 6
Defense: Physical (7)	Training: Support

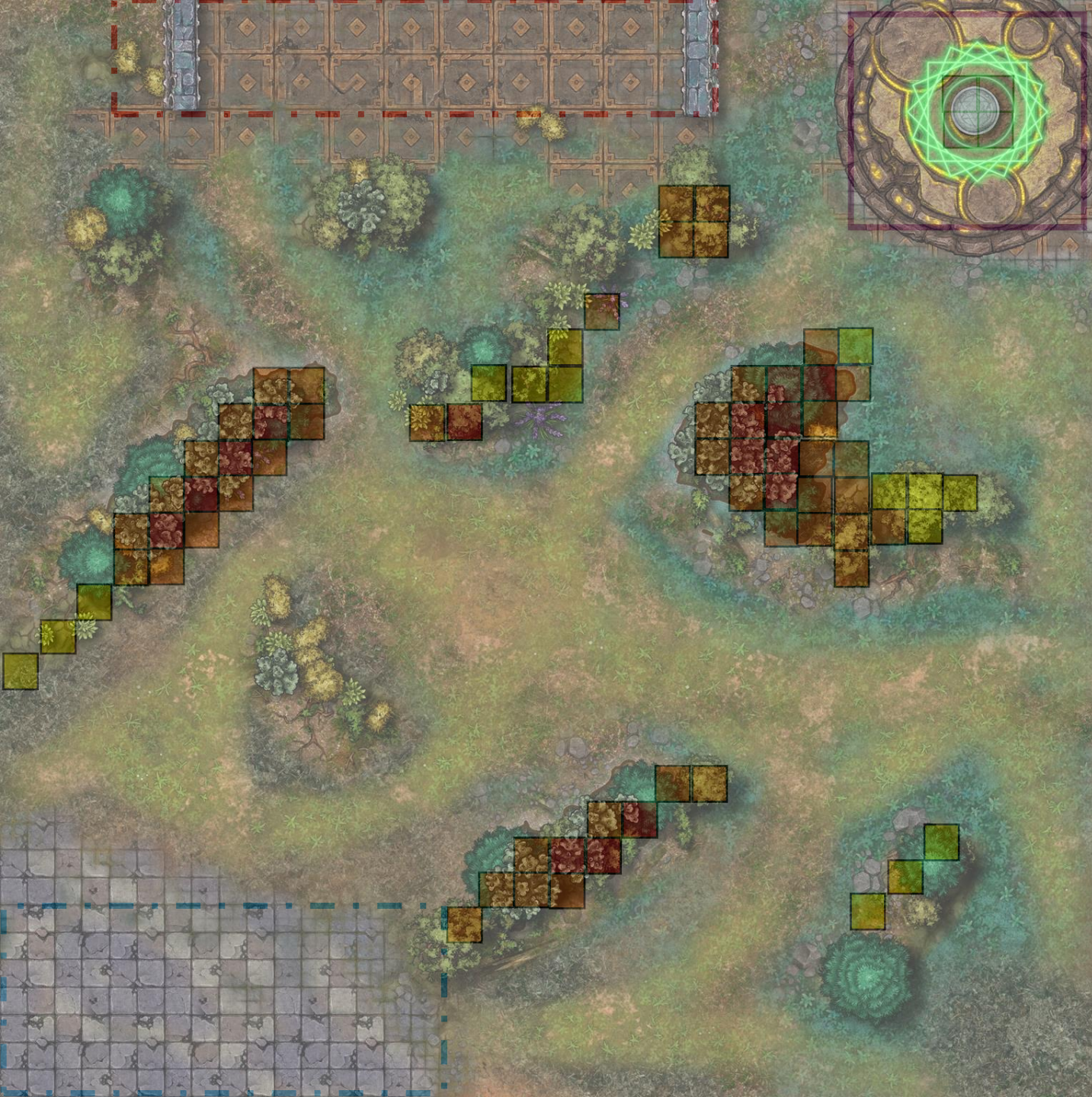
Abilities

Self-Starter: This unit generates 1 Activation Point which can only be spent to activate this unit.

Gravity Wave: While activated, spend an additional AP to knock all units within 6 steps directly away from BlueBot. Units must move in a straight line 6 steps away from BlueBot, or into the last available legal space on that line.

Gravity Well: Reduce BlueBot's Movement to 3 and place a Gravity token anywhere within 9 inches of BlueBot. Any unit passing within 3 steps of the Gravity token must cease moving. Any unit activated within 3 steps of the token moves at ½ its normal speed. Only one Gravity token can be present at a time. RedBot can remove the token from play by expending 1 step of movement when abutting the token.

Doze: Bluebot may expend 1 step of Movement to place a Barrier token on its current location. Barriers are considered Difficult terrain and provide Cover (but do not obscure Line of Sight). Removing a Barrier requires a unit to expend 3 steps of Movement.



MAP KEY



RedBot Faction Deployment Zone



BlueBot Faction Deployment Zone



Portal Exclusion Zone (BlueBot Only)



Portal



Terrain: Cover



Terrain: Difficult + Cover



Terrain: Breaks Line of Sight