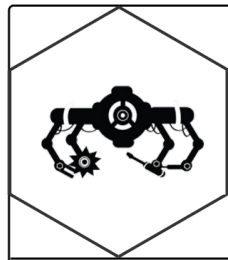


Orbotron Base Unit
Vanguard
Move: 2
Bombard: 2X[D6]

Resonating Strike [Active]
Deal *2 damage to an adjacent enemy, +*2 damage if an allied creature is adjacent to the target.
Resonance [Passive]
When an allied creature ends their movement adjacent to an enemy the Vanguard is adjacent to, may deal *2 damage to it.

Our blades are yours"



Orbotron Base Unit
Sentinel
Move: 2
Ranged Attack: 1 X [D6]

Force Field [Active]
Spawn Force Fields on up to 3 adjacent hexes
Psionic Lens [Bombard]
Upgrade up to 2 landed [D6]s to a [D8] at the same value each

Force Field [Stats]
1+ HP; No turn token
Transient - Expires at the end of the tactical phase

"Planetary resonance at optimal levels"

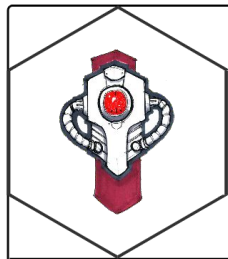


Orbotron Base Unit
Warp Core
Move: 1
Ranged Attack: 1 X [D6]

Assisted Overdrive [Active]
An adjacent allied creature may take a free turn immediately with +1 movement.
Omnicore [Passive]
When destroyed, transforms into an Omnicore

Omnicore [Stats]
∞+ HP; Receives turn token
Omnidrive - Any allied creature may take a free turn.
Omnipresent - Place outside the board. Cannot be destroyed

Our shells may turn to dust, but not our will"



Orbotron Faction
Specials

Synchronize Cores [Active]
May be used by any base unit. Remove self and an adjacent base unit. Spawn a Zegatron in either hex.

We strike as one"



Orbotron Titan
Zegatron
Move: 2
Bombard: [Prismatic Alignment]
6X[D20]/2X[D12]/10X[D6]

Zegapunch [Active]
Deal *3 damage to adjacent enemy, knocking target directly away by 2 spaces, +*3 damage if the target cannot be knocked back fully.
Phoenix Core [Passive]
When destroyed, replace with Zegaturret .
Prismatic Alignment [Bombard]
May launch 6X[D20] or 2X[D12] or 10X[D6]

Zegaturret [Stats]
6+ HP; No turn token;
Prismatic Alignment - May launch 6X[D20] or 2X[D12] or 10X[D6]

Zegatron : The ultimate configuration of Orbotron cores