Vanguard

Orbotron Base Unit

Move: 2

Ranged Attack: 2 × D6
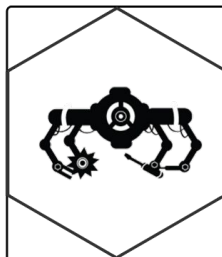
Charged Strike *[Active]*
Deal ✳2 damage to an adjacent enemy.
Deal +✳2 damage if an allied creature is adjacent to the target.

Reinforcement *[Passive]*
Deal ✳2 damage to adjacent enemy if an allied creature ends their movement adjacent to the target.

"Our blades are yours"

Sentinel

Orbotron Base Unit

Move: 2

Ranged Attack: 1 × D6

Force Field *[Active]*
Spawn Force Fields on up to 3 adjacent hexes
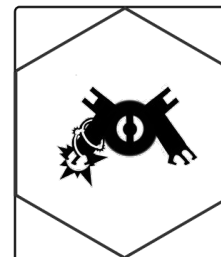
Psionic Lens *[Bombard]*
Upgrade up to 2 landed D6s to a D8 at the same value each

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

"Planetary resonance at optimal levels"

Warp Core

Orbotron Base Unit

Move: 1

Ranged Attack: 1 × D6

Assisted Overdrive *[Active]*
An adjacent allied creature may take a *free* turn *immediately* with +1 movement.

Omnicore *[Passive]*
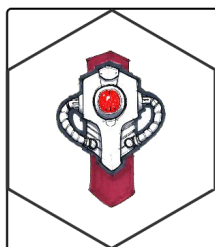When destroyed☠, transforms into an Omnicore

Omnicore *[Stats]*
∞✚ HP; Receives turn token
Omnidrive - Any allied creature may take a free turn.
Omnipresent - Place outside the board. Cannot be destroyed
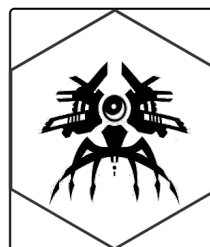
"Our shells may turn to dust, but not our will"

Specials

Orbotron Faction

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"

Zegatron

Orbotron Titan

Move: 2

Ranged Attack: 6 × D20

Zegapunch *[Active]*
Deal ✳3 damage to adjacent enemy, knocking target directly away by 2 spaces.
Deals +✳3 damage if cannot be knocked back fully.

Phoenix Core *[Passive]*
When destroyed☠, replace with Zegaturret.

Prismatic Alignment *[Bombard]*
Trade ALL self dice for 2 × D12 or 10 × D6

Zegaturret *[Stats]*
6✚ HP; No turn token; Ranged Attack: 6 × D20
Prismatic Alignment - Trade ALL self dice for 2 × D12 or 10 × D6

Zegatron: The ultimate configuration of Orbotron cores