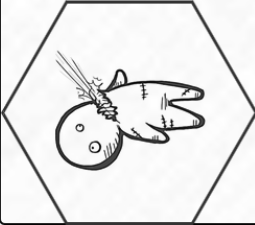
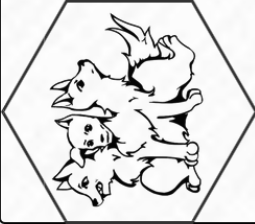


 <p>Orbotron Base Unit</p> <p>Vanguard</p> <p>Move: 2</p> <p>Ranged Attack: 2 x D6</p>	<p>Blade Warp</p> <p>Deal *3 damage to an adjacent <u>piece</u>. Move to any hex adjacent to target after attacking.</p>	<p>Orbotron Base Unit</p> <p>Sentinel</p> <p>Move: 2</p> <p>Ranged Attack: 1 x D6</p>	<p>Psionic Lens</p> <p>Upgrade up to 2 landed D6s to a D8 at the same value each</p> <p>Force Field</p> <p>Spawn Force Fields on up to 3 adjacent hexes</p> <p>Force Field [Stats]</p> <p>1+ HP; No turn token</p> <p>Transient - Expires at the end of the tactical phase</p>	<p>Orbotron Base Unit</p> <p>Warp Core</p> <p>Move: 1</p> <p>Ranged Attack: 1 x D6</p>	<p>Assisted Overdrive</p> <p>An adjacent allied creature may take a <i>free</i> turn <i>immediately</i> with +1 movement.</p> <p>Omnicore</p> <p>When destroyed, transforms into an Omnicore</p> <p>Omnicore [Stats]</p> <p>∞+ HP; Receives turn token</p> <p>Omnidrive - Any allied creature may take a <i>free</i> turn.</p> <p>Omnipresent - Place outside the board. Cannot be destroyed</p>
<p>"Our blades are yours"</p>					

 <p>Orbotron Faction</p> <p>Specials</p>	<p>Synchronize Cores</p> <p>Remove self and an adjacent base unit. Spawn a Zegatron in either hex.</p>	<p>Orbotron Titan</p> <p>Zegatron</p> <p>Move: 2</p> <p>Ranged Attack: 6 x D20</p>	<p>Zegapunch</p> <p>Deal *3 damage to adjacent enemy, knocking target directly away by 2 spaces.</p> <p>Deals +*3 damage if cannot be knocked back fully.</p> <p>Phoenix Core</p> <p>When destroyed, replace with Zegaturret.</p> <p>Prismatic Alignment</p> <p>Trade ALL self dice for 2 x D12 or 10 x D6</p> <p>Zegaturret [Stats]</p> <p>6+ HP; No turn token; Ranged Attack: 6 x D20</p> <p>Prismatic Alignment - Trade ALL self dice for 2 x D12 or 10 x D6</p>
<p>Zegatron The ultimate configuration of Orbotron cores</p>			

"We strike as one"

 <p>Hellspawn Base Unit</p> <p>Tormented Puppet</p> <p>Move: 2</p> <p>Ranged Attack: -</p> <p>Souls: 1 ☠ [each]</p> <p>Explosion of Joy Destroy ☠ self. Deal ★2 damage to <u>enemy pieces</u> in adjacent hexes</p> <p>Implosion of Sorrow Remove self. Pull 1 landed die within 2 hexes towards self by 1 hex.</p> <p>Mass Produced Upon deployment, spawn a <u>Puppet</u> in an adjacent hex.</p> <p>"Hurglegurgle kekekeke!"</p>	 <p>Hellspawn Base Unit</p> <p>Cerberus Pup</p> <p>Move: 3</p> <p>Ranged Attack: 2 x D6</p> <p>Souls: 2 ☠</p> <p>Chomptdown Deal ★1, ★2 or ★3 damage to adjacent <u>piece</u>.</p> <p>Fetch May complete movement after <u>Chomptdown</u>, pulling the target along the <u>Cerberus Pup</u>'s path.</p> <p>"Woof! pant pant pant!"</p>	 <p>Hellspawn Base Unit</p> <p>Soulkeeper</p> <p>Move: 1</p> <p>Ranged Attack: 1 x D8</p> <p>Souls: 2 ☠</p> <p>Soul Extraction Pay 3 + HP or destroy ☠ self. Gain 1 ☠ soul.</p> <p>"Ah, so many souls to harvest on these battlefields"</p>
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 <p>Hellspawn Faction</p> <p>Specials</p> <p>Soul Release <u>Base units</u> release souls when destroyed ☠ adding to the soul bank</p> <p>Dimensional Rift Pay 6 souls to throw 1 x D12. Kill any units in this hex and prevent spawning there for this round. Spawn a Bal'Zan in this hex.</p> <p>Restless Spirits When the soul bank has over 6 souls, MUST open <u>Dimensional Rifts</u> in the next <u>range phase</u> until at fewer than 6 souls.</p> <p>"The most fun part is the freedom of destruction"</p>	 <p>Hellspawn Titan</p> <p>Bal'Zan</p> <p>Move: 2</p> <p>Ranged Attack: -</p> <p>Souls: -</p> <p>Toss Chewy Destroy ☠ adjacent <u>Puppet</u>. Deal ★2 damage to <u>enemy pieces</u> in a target hex and hexes adjacent to target.</p> <p>Summon Chewy At the start of Tactics, spawn a <u>Puppet</u> in an adjacent hex.</p> <p>Close Escape When destroyed ☠, replace with a <u>Chaos Rift</u></p> <p>Chaos Rift [Stats] 6 + HP; Receives turn token.</p> <p>Widen Rift - Reduce own health by 1 + HP.</p> <p>Rebirth - When at less than 3 + HP, replace with Bal'Zan.</p> <p>"How can I make this more fun, hmmm?"</p>
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