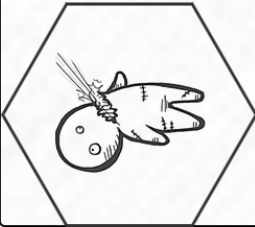
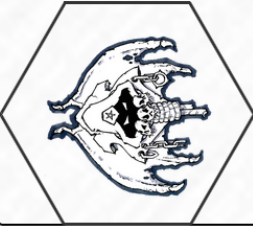
 <p>Orbotron Base Unit</p> <p>Vanguard</p> <p>Move: 2</p> <p>Ranged Attack: 2 x D6</p>	<p>Blade Warp</p> <p>Deal *3 damage to an adjacent <u>piece</u>. Move to any hex adjacent to target after attacking.</p>	<p>Orbotron Base Unit</p> <p>Sentinel</p> <p>Move: 2</p> <p>Ranged Attack: 1 x D6</p>	<p>Psionic 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>
"Our blades are yours"					
"Planetary resonance at optimal levels"					
"Our shells may turn to dust, but not our will"					

 <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>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>
"We strike as one"	
Zegatron The ultimate configuration of Orbotron cores	

 <p>Tormented Puppet Hellspawn Base Unit Move: 2 Ranged Attack: - Souls: 1 [each]</p>	<p>Explosion of Joy Destroy self. Deal *2 damage to enemy pieces in adjacent hexes and adjacent to target hex.</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 Puppet in an adjacent hex.</p>	<p>Hellspawn Base Unit Cerberus Pup Move: 3 Ranged Attack: 2 x D6 Souls: 2</p> <p>Chompdwn Deal *1, *2 or *3 damage to adjacent <u>piece</u>. Fetch May complete movement after Chompdwn, pulling the target along the Cerberus Pup's path.</p>	<p>Hellspawn Base Unit Soulkeeper Move: 1 Ranged Attack: 1 x D8 Souls: 2</p> <p>Soul Extraction Pay 3+ HP or destroy self. Gain 1 soul.</p>
"Hurglegurgle kekekeke!"	"Woof! pant pant pant!"		"Ah, so many souls to harvest on these battlefields"

 <p>Hellspawn Faction Specials</p>	<p>Soul Release Base units 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 Dimensional Rifts in the next range phase until at fewer than 6 souls.</p>	<p>Hellspawn Titan Bal'Zan Move: 2 Ranged Attack: - Souls: -</p> <p>Toss Chewy Destroy adjacent Puppet. Deal *2 damage to enemy pieces in a target hex and hexes adjacent to target.</p> <p>Summon Chewy At the start of Tactics, spawn a Puppet in an adjacent hex.</p> <p>Close Escape When destroyed, replace with a Chaos Rift</p>	<p>Chaos Rift [Stats] 6+ HP; Receives turn token. Widen Rift - Reduce own health by 1+ HP. Rebirth - When at less than 3+ HP, replace with Bal'Zan.</p>
"The most fun part is the freedom of destruction"			"How can I make this more fun, hmmm?"