Orbotron Base Unit

Vanguard

Move: 2

Bombard: 2×D6
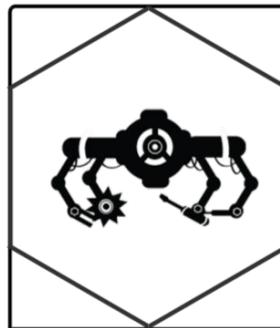
Resonating Strike [Active]

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 the enemy.

"Strength in numbers"

Orbotron Base Unit

Sentinel

Move: 2

Bombard: 1×D6

Force Field [Active]

Spawn Force Fields on up to 3 adjacent Os

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"

- PHASE ORDER -

[Deploy]: Bring new units to the board in the deployment zones

[Active]: Move a unit, use its action if you want, remove its turn token after the action. Damage is immediate

<after all actives>

[Bombard]: Throw dice *and/or* use any ability that allows you to throw dice, use abilities that modify dice

[Bombard Damage Evaluation]: Calculate how much damage was taken from dice, destroy the ones that die

NOTE: **[Passive]** abilities are triggered at the time a condition is fulfilled