



Hellspawn Base Unit

Cerberus Pup

Move: 3

Bombard: 2x[D6]

Souls: 2 ☠

Chompdwn [Active]

Deal *1, *2 or *3 damage to adjacent piece.

Fetch [Passive]

When using Chompdwn may complete movement, pulling the target along the Cerberus Pup's path.

"Jip! pant pant *scrunch* pant pant!"



Hellspawn Base Unit

Soulkeeper

Move: 1

Bombard: 1x[D8]

Souls: 2 ☠

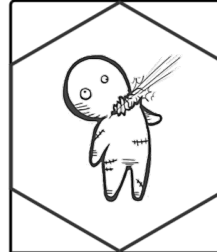
Realm Distortion [Passive]

When deploying, may treat Os on either side of this unit as Deployment Zones.

Soul Extraction [Active]

Pay 3+ HP or destroy self. Gain 1 ☠ soul.

"Come, destroy everything!"



Hellspawn Base Unit

Tormented Puppet

Move: 2

Bombard: -

Souls: [each] 1 ☠

Mass Produced [Passive]

When completing deployment immediately spawn a Puppet in an adjacent O.

Explosion of Joy [Active]

Destroy self. Deal *2 damage to enemy pieces in adjacent Os.

Implosion of Sorrow [Bombard]

Remove self (does not release ☠).

Pull 1 landed die within 2 Os towards self by 1 O.

"Hurglegurgle kekekeke!"



Hellspawn Faction

Faction Specials

[not a unit]

Soul Release [Passive]

When your base units are destroyed, they add indicated ☠ souls to the soul bank.

Restless Spirits [Passive]

When the soul bank has over 6 ☠ souls, MUST trigger Dimensional Defenstration in the next [Bombard phase] until at fewer than 6 ☠ souls.

Dimensional Defenstration [Bombard]

Pay 6 ☠ souls to throw 1x[D12]. Kill any pieces and prevent other spawns this round in this O. After damage evaluation, spawn a Bal'Zan in this O.

"Chaos is freedom, freedom is chaos"



Hellspawn Titan

Bal'Zan

Move: 2

Bombard: -

Souls: -


Chewy and Chompy [Passive]

At the start of each [Tactics phase], spawn up to 2 Puppets in adjacent Os.

Toss Chewy [Active]

Destroy adjacent Puppet. Deal *2 damage to enemy pieces in a target O and surrounding Os.

"I brings me toys!"



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"



Orbotron Base Unit

Warp Core

Move: 1

Bombard: 1×D6

Assisted Overdrive [Active]

An adjacent allied creature may take a free turn immediately with +1 movement.

Omnicores [Passive]

When destroyed, transforms into an Omnicore


Omnicores [Stats]

∞+ HP; Receives turn token

Omnidrive [Active] - 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

Faction Specials

[not a unit]


Zegatron Configuration [Active]

May be used by any base unit. Remove self and an adjacent allied base unit. Spawn a Zegatron in either O.

Synchronized Cores [Passive]

When ending your first turn each [Tactics phase], you may take a second turn immediately (not free).

"We strike as one"



Orbotron Titan

Zegatron

Move: 2

Bombard: [Prismatic Alignment]
6×D20/2×D12/10×D6

Zegapunch [Active]

Deal *3 damage to adjacent enemy, knocking target directly away by 2 Os, +*3 damage if the target cannot be knocked back fully.

Prismatic Alignment [Bombard]

May launch 6×D20 or 2×D12 or 10×D6

Phoenix Core [Passive]

When destroyed, spawn a Zegaturret in this O.

Zegaturret [Stats]

6+ HP; No turn token

Prismatic Alignment - May launch 6×D20 or 2×D12 or 10×D6

"This isn't even our final form"