

Tink - Order of Operations

Before Battle

- Roll one of the Build dice and place in slot 6, orienting it towards desired attachments

Start of Turn

- If there isn't already one, place a Bot in Tink's prep area on top of its starting HP
- Effects trigger, if any

Anytime During Turn

- Use loot

Move

- Move Tink (costs 1 Dex per space)
- Move Bot on mat (costs 1 Dex per space) - if this is the first activation of the Bot this turn, tick down battery power by 1

Target

- Declare a target for Tink's ATK and/or targeting skills
- Declare a target for Bot's auto-attack and/or targeting attachments

Select & Roll

- Increase the battery power of a Bot in the prep area (costs 1 Dex)
- Select and roll ATK, Def, skills, and prepared attachments (costs 1 Dex per die rolled) - if this is the first activation of the Bot this turn, tick down battery power by 1
- You may select a Build die to roll in order to access different attachments.

Resolve Roll

- Deploy a Bot in the prep area to a space adjacent or diagonal to Tink (costs 1 Dex) - at this time, exhaust Build die in slot 6 to place in the prep area any attachments it points to, up to the available # of attachments in Bot's stats
- Use Bot's auto-attack to damage an adjacent Baddie for attack stat shown - if this is the first activation of the Bot this turn, tick down battery power by 1
- Resolve rolled dice in order of choosing
- Slot Bones into backup plan
- Use backup plan

Baddies React

- Any reactive Baddie effects are triggered

Special Notes

- Only one Bot allowed on the mat, and one in the prep area, at a time
- When a Bot is KO'd, attachments are returned back to Tink's skill area and may be reused by a future Bot
- Bots are immune to Poison, Weaken, Terrify, Stun, and Fatigue