



Sentinel: Tagger
Light Vehicle

SPD

8"

SIG

**Tag Cannon** 



2 STUN

14





SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	-	6		13	2
Actions			Cost	Range	ROF	Effect
Close Medium	Cannon		Α	24"	2	KILL

Close Medium Cannon

A 24" 2 KII

» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1

TARG against targets within short range.

SIG	SPD	SCAN	TAR	G	DEF	СМ
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	14"	3	REVEAL
MG (VS Infantry only)			Α	12"	2	KILL
Deploy Drones			C	-	-	*

Place the Infantry Bases of a Spider Drone: Infiltrator Unit within 3" of this Unit. They are not part of the current Taskforce. This Unit may use this Action once per game.

#### Traits

**CARRIER** [Spider Drone: Infiltrator]: When this Unit is added to a Force one Spider Drone: Infiltrator Unit is automatically included.

Taskforce Activation. A Unit can only be Tagged once.

SCAN

» TAGGED: Units hit by this weapon suffer -2 DEF until the end of this

TARG

6

Cost Range ROF Effect

A 16"

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# **GSV:** Phantom Ground Support Vehicle



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SIG	SPD	SCAN	TA	RG	DEF	CM
Medium	6"	6		5	13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	12"	1	REVEAL
Double Canno	n		Α	16"	2	KILL
			0			

## Target Lock

Select an enemy Unit in LOS. It suffers -2 DEF until the end of this Taskforce Activation. A Unit can only be Target Locked once. This action can be used once per activation.

### Traits

 $\label{eq:ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.}$ 

AMBUSH: When declaring participating Units of a Reaction Engagement, select a Ping matching this Unit's SIG. This Unit is immediately revealed using the selected Ping and becomes a participating Unit in the Reaction Engagement. If the selected Ping has an Activated Token it is immediately removed.



## **Guardian:** Destroyer

Heavy Vehicle Coalition



SIG	SPD	SCAN	TARG	D	EF	СМ
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Infantry only)			Α	12"	3	KILL
Smart Medium Cannon			Α	24"	2	KILL
11.						

» SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).

#### Traits

 $\textbf{SENTRY:} \ This \ Unit gains + 1 \ to \ reaction \ priority \ rolls.$ 

 $\label{prop:continuous} \textbf{HARDENED CM}~[+1]: This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened CMs automatically succeed and do not regenerate.$ 

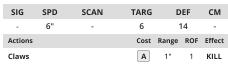
ALL TERRAIN: This Unit ignores terrain movement penalties.



## **Spider Drone:** Infiltrator

Robotic Infantry Squad 2

Coalition



»  $\mbox{\bf SPECIALIZED:}$  +2 TARG vs Infantry targets.

»  $\ensuremath{\textbf{CLOSE}}$   $\ensuremath{\textbf{COMBAT}}$  : Ignores Concealment and short range modifiers

(C)

#### Go Dark

This Unit gains a Stealth Token.

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 $\textbf{STEALTHY:} \ This \ Unit begins \ the \ game \ with \ a \ \textbf{Stealth} \ \textbf{Token}.$ 

 $\begin{tabular}{ll} \textbf{ALL TERRAIN:} This Unit ignores terrain movement penalties. \end{tabular}$ 

**PACKAGED** [Widow Scout]: This Unit cannot be added directly to a Force. It is automatically included with a Widow Scout Unit.

#### Notes

STEALTH TOKEN: A Unit with a Stealth Token cannot be targeted by enemy actions. A Unit looses the token when it makes an attack or an enemy Unit successful scans it or an enemy Unit is within 2" after any Unit ends a move. A Unit cannot gain a Stealth Token if an enemy Unit is within 2" and cannot have more than 1.

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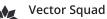


SIG	SPD	SCAN	TAR	G	DEF	CM
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		Α	12"	2	REVEAL
Shock Aut	ocannon		Α	16"	2	STUN

» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.

A/C **Forward Observe** 

A Unit in the same Taskforce immediately resolves its activation with an action that has the Fire Support trait using this Unit's LOS. This action can be used once per activation.



SPD

4"

AT Charges (VS Vehicles only)

Human Infantry Squad 3 Republic of Terra

SCAN

TARG

6

Cost

Α 1-2

A 16"

6"

1-2 A 12" 1 KILL

3

» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

» INFANTRY NETWORK: Attacks from this weapon can use the LOS of

weapon's effect are successful on a 4+ (instead of 3+)



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ROF



KILL

KILL 1

SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	6	6		13	2
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	10"	1	REVEAL
Cannon			Α	16"	1	KILL

UNLOAD [Free Action, 3"]: Place any carried Units within 3". They may immediately perform a move or action.

LOAD [Free Action, 3"]: Place any eligible Units within 3" in this transport up to its max capacity. Units must forfeit a move or action are eligible.

#### Traits

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens.

TRANSPORT [Small SIG Infantry]: This Unit may be designated the dedicated transport of a small SIG Infantry Unit from your force with the Mechanized trait.

Courier

Medium Transport

Republic of Terra

» ADVANCED [CM 4+1:

Infantry Teams in this Unit.

Micro Artillery

Rifle (VS Infantry only)

»  $\ensuremath{\mathsf{TAKE}}$   $\ensuremath{\mathsf{UP}}\xspace$  . When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 3" may be killed instead.

#### Traits

SIG

ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.

ALL TERRAIN: This Unit ignores terrain movement penalties.

MECHANIZED: This Unit may begin the game mounted in a Courier transport. If it does its Ping is not used for the game.

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SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	7	13	2
Actions			Cost Range	ROF	Effect
Medium Cann	on		A 24"	2	KILL

FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens.



# Samson

Heavy Tank Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1
Actions			Cost F	Range RO	F Effect
Smart Me	dium Can	non	A	24" 2	KILL

»  ${\bf SMART}$  [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).

PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units. HARDENED CM [+1]: This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened CMs automatically succeed and do not regenerate.

 $\begin{tabular}{ll} \textbf{ALL TERRAIN:} This Unit ignores terrain movement penalties. \end{tabular}$ 

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