

Coalition



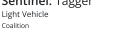
SIG	SPD	SCAN	TAR	G I	DEF	СМ
Small	8"	7	5		14	1
Actions		Cost	Target	Range	ROF	Effect
Scan		Α	Ping	14"	3	SCAN
MG (VS Infantry only)		Α	Unit	12"	2	KILL
Deploy Drones		C	Self	-	-	*

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.







SIG	SPD	SCAN	TAR	G I	DEF	CM
Small	8"	-	6		14	1
Actions		Cost	Target	Range	ROF	Effect
Tag Cannon		Α	Unit	16"	2	STUN

» TAGGED: Units hit by this weapon suffer -2 DEF until the end of this Taskforce Activation. A Unit can only be Tagged once.

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B3.2



Sentinel: Hunter

Light Vehicle Coalition



» SMART [CM 5+]: Countermeasure rolls attempting to negate this

Unit **Fusion Cannon** A 8' KILL 1

weapon's effect are successful on a 5+ (instead of 3+).

B3.2



Spider Drone: Solder

Robotic Infantry Squad 4 Coalition



B3.2

SIG	SPD	SCAN	TARG		DEF	CM
Small	6"	-	6		14	-
Actions		Cost	Target	Range	ROF	Effect
Claws		Α	Unit	1"	1	KILL

- » SPECIALIZED: +2 TARG vs Infantry targets.
- » CLOSE COMBAT: Ignores Concealment and short range modifiers.

ALL TERRAIN: This Unit ignores terrain movement penalties.



Virago Medium Vehicle

Coalition



CLOSE AND PERSONAL (+1 TARG): This Unit gains an additional +1 TARG against targets within short range.

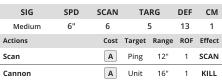


B3.2

GSV: Aurora

is within 2" and cannot have more than 1.

Ground Support Vehicle Coalition



Spider Drone: Infiltrator

Α Unit

STEALTHY: Each each Infantry Base in this Unit begins the game with a

PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force.

 $\mbox{\bf STEALTH TOKEN:}$ 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

» CLOSE COMBAT: Ignores Concealment and short range modifiers (c) Self

6

Cost Target Range ROF

14

KILL

Robotic Infantry Squad (2)

SCAN

Each Infantry Base in this Unit gains a Stealth Token.

It is automatically included with a Widow Scout Unit.

ALL TERRAIN: This Unit ignores terrain movement penalties.

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

SPD

6'

SIG

Actions

Claws

Traits

Notes

Stealth Token

Traits

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

SHROUD AURA [4" concealment]: Friendly Units within 4" gain

DEFENSE AURA [COST: C , Refresh phase]: Friendly Units within 4" gain +1 to Countermeasure rolls. This unit gains the Command Point Token spent to indicate the Defense Aura. The Command Point is returned when this unit is Refreshed (if choosing to disable the ability) or Destroyed.

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B3.2



GSV: Phantom **Ground Support Vehicle**



B3.2

SIG SPD SCAN TARG DEF CM Medium 6' 6 5 13 Actions Cost Target Range ROF Effect Α Ping SCAN **Double Cannon** Α Unit 16" 2 KILL **Target Lock** C

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.

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: Destrover

Heavy Vehicle

Coalition

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

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

SENTRY: This Unit gains +1 to reaction rolls.

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.

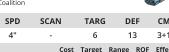
ALL TERRAIN: This Unit ignores terrain movement penalties.



Guardian: Marksman

Heavy Vehicle

Coalition



SIG	SPD	SCAN	TARG	D	EF	СМ
Large	4"	-	6	1	3	3+1
Actions		Cost	Target	Range	ROF	Effect
HMG (VS In	fantry only)	Α	Unit	12"	3	KILL
Railgun		Α	Unit	-	1	KILL

- » OVERKILL [CM 6+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 6+ (instead of 3+)
- » EXTREME RANGE: Ignores short and long range modifiers.

Traits

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.

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Vector Squad

Human Infantry Squad (3) Republic of Terra



SIG	SPD	SCAN	TAR	G I	DEF	CM
Small	4"	-	6		12	-
Actions		Cost	Target	Range	ROF	Effect
Rifle (team	ly) A	Unit	12"	1	KILL	
AT Charges (Teams 1-2)		Α	Unit	6"	1	KILL
» ADVANCED ICM 4+1: Countermeasure rolls attempting to negate this						

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

A Unit Micro Artillery (Team 3) » INFANTRY NETWORK: Attacks from this weapon can use the LOS of

Infantry Teams in this Unit.

» ADVANCED [CM 4+]: *

Traits

ADAPTIVE CAMO I+1 DEFI: 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.



Seeker Team

Human Infantry Squad 1 Republic of Terra



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

Forward Observe A/C Unit

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

(C) Self

Each Infantry Base in this Unit gains a Stealth Token.

Traits

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

ALL TERRAIN: This Unit ignores terrain movement penalties

 $\ensuremath{\mathsf{STEALTHY}}\xspace$ Each each Infantry Base in this Unit begins the game with a Stealth Token

B3.2



Goliath Squad

Human Infantry Squad 3

310	350	SCAIN	IARG		DEL	CIVI
Medium	5"	-	(5	13	1
Actions		Cost	Target	Range	ROF	Effect
MG (VS Infantry	only)	Α	Unit	12"	2	KILL
Advanced Can	non	Α	Unit	16"	1	KILL
ADVANCED ICAL		114			a shi a	

ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+)

ALL TERRAIN: This Unit ignores terrain movement penalties. PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.



Courier

Medium Transport Republic of Terra



B3.2

SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	6		13	2
Actions		Cost	Target	Range	ROF	Effect
Scan		A	Ping	10"	1	SCAN
Cannon		Α	Unit	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 $% \left(1\right) =\left(1\right) \left(1\right)$ eligible

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

Harbinger Light Recon Vehicle

Republic of Terra



Unit

2

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

A/C A Unit in the same Taskforce immediately resolves its activation with

an action that has the Fire Support trait using this Unit's LOS

Crusader Medium Tank Republic of Terra



B3.2

SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions		Cost	Target	Range	ROF	Effect
Medium Cannon		Α	Unit	24"	2	KILL
Traits						

FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets that currently have zero Countermeasures

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

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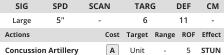
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Mandible Heavy Artillery Republic of Terra



KILL



- » FIRE SUPPORT: Eligible for the Forward Observe action.
- » **EXTREME RANGE**: Ignores short and long range modifiers.
- » CLUSTERED [6"]: Before resolving this action, select a point within range and LOS. Only Units within 6" of this point may be targeted. Declare all targets before resolving attacks.

Heavy Artillery A+C Unit » FIRE SUPPORT: ³

- » EXTREME RANGE:
- » CLUSTERED [3"]:



Samson

Heavy Tank Republic of Terra



Smart Med. Cannon [A] » SMART ICM 5+1: 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.

ALL TERRAIN: This Unit ignores terrain movement penalties.