

Coalition



SIG	SPD	SCAN	TAR	TARG		СМ
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [9	CAN]		A	14"	3	REVEAL
MG (VS Infa	ntry only)		Α	12"	2	KILL
Deploy Dr	ones		C	-	-	*

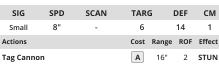
Place the Infantry Bases of a Spider Drone: Infiltrator Unit within 3" of this Unit. They are not part of the current Taskforce. This Unit may use this Action once per game.

Traits

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







» 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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Sentinel: Hunter

Light Vehicle Coalition



SIG	SPD	SCAN	TARG	DEF	СМ
Small	8"	-	6	14	1
Actions			Cost Ran	ge ROF	Effect
Fusion Car	non		A 8	' 1	KILL

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

Stealth Token if an enemy Unit is within 2" and cannot have more than

Spider Drone: Infiltrator

» CLOSE COMBAT: Ignores Concealment and short range modifiers

STEALTHY: This Unit begins the game with a Stealth Token.

It is automatically included with a Widow Scout Unit.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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

STEALTH TOKEN: A Unit with a Stealth Token can only be targeted by enemy Actions with a REVEAL effect. A Unit looses the token when it performs a Combat Action or it suffers a REVEAL effect or an enemy Unit is within 2" after any Unit ends a move. A Unit cannot gain a

TARG

6

Cost

Α

(C)

14

KILL

Robotic Infantry Squad (2)

SCAN

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

SPD

6'

This Unit gains a Stealth Token.

SIG

Actions

Claws

Traits

Notes

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Spider Drone: Solder

Robotic Infantry Squad 4 Coalition



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SIG	SPD	SCAN	TARG	DEF	CM
Small	6"	-	6	14	-
Actions			Cost Ran	ge ROF	Effect
Claws			A 1'	1	KILL

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

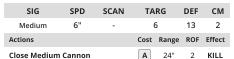
Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.



Virago Medium Vehicle

Coalition



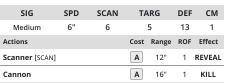
» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1 TARG against targets within short range.



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GSV: Aurora

Ground Support Vehicle Coalition



Traits

ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.

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

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 this ability is active. It is returned to its controlling player immediately before this Unit is Refreshed or Destroyed.

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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]			A	12"	1	REVEAL
Double Canno	n		A	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 this Unit benefits from Concealment it 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. Ambush may only be used if this Unit has not been Revealed yet.



Guardian: Destrover

Heavy Vehicle

Coalition

5	iiG	SPD	SCAN		TARG	D	EF	CM	
Lá	rge	4"	-		6	1	3	3+1	
Acti	ons				Cost	Range	ROF	Effect	
нм	G (VS Infa	ntry only)			Α	12"	3	KILL	
Sma	art Medi	um Canı	non		Α	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 Priority Rolls.

EMERGENCY CM [+1]: This Unit begins the game with 1 Emergency Countermeasure Token (indicated as +1 under CM). Emergency CMs automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.



Guardian: Marksman

Heavy Vehicle



SIG	SPD	SCAN	TARG	DI	EF	СМ
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS In	fantry only)		A	12"	3	KILL
Railgun			Α	-	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/long range modifiers. Min range 6". Max range unlimited.

Traits

SENTRY: This Unit gains +1 to Reaction Priority Rolls.

EMERGENCY CM [+1]: This Unit begins the game with 1 Emergency Countermeasure Token (indicated as +1 under CM). Emergency 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	SCA	N	TAR	G	DEF	CM
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Inf	antry only)		1-2	Α	12"	1	KILL
AT Charges (VS Vehicles only)			1-2	Α	6"	1	KILL

- » ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+)
- » CLOSE COMBAT: Ignores Concealment and short range modifiers

Micro Artillery	3	A	16"	1	KILL
" INFANTRY NETWORK: Attacks fro	m this	weanor	C211 1150	theIC	ns of

- Infantry Teams in this Unit.
- » ADVANCED [CM 4+1:
- » TAKE UP: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 1" may be killed instead.

Traits

ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it 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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Seeker Team

Human Infantry Squad 1 Republic of Terra

SIG	SPD	SCAN	TAR	TARG		СМ
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
Shock Snip	er Rifle		Α	24"	2	STUN

- » 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

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

Go Dark

(c)

This Unit gains a Stealth Token.

ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.

ALL TERRAIN: This Unit ignores terrain movement penalties.

STEALTHY: This Unit begins the game with a Stealth Token.

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Courier

Medium Transport Republic of Terra



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

Unload (Free Action, 3"); The carried Unit is Placed within 3", They become part of the current Taskforce and may immediately perform an Action then gain an Activated Token. If the Unloading Unit performs a Move Action it may not move within 2" of an enemy Ping.

Load [Free Action, 3"]: Place an eligible Unit within 3" in this transport. Units that forfeited their movement in the movement phase or their Action Point are eligible. This Unit cannot perform a Load and an Unload Action in the same Activation.

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens. This may only be used by Units with a CM

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



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SIG	SPD	SCAN	TAR	TARG		СМ
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [5	CAN]		Α	12"	2	REVEAL
Shock Aut	ocannon		Α	16"	2	STUN
	e e militir			C		

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

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



Crusader

Goliath Squad

SPD

5"

SIG

Medium

MG (VS Infantry only)

Advanced Cannon

Human Infantry Squad (3) Republic of Terra

SCAN

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

PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

TARG

6

Α 12" 2 KILL

Α 16' 1 KILL

13

Medium Tank

Republic of Terra



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

FINISHER I+1 TARG vs zero CMI: 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. This may only be used by Units with a CM

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Mandible Heavy Artillery

Republic of Terra



STUN

SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Rang	e ROF	Effect
Heavy Art	illery		A+C -	4	KILL

- » FIRE SUPPORT: Eligible for the Forward Observe Action.
- » EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max range unlimited.
- » CLUSTERED [3"]: Before resolving this Action, select a point within range and LOS. Only targets within 3" of this point may be targeted. Use the selected point as the attack's origin for determining Concealment. Declare all targets before resolving attacks.

Shock Artillery

- » FIRE SUPPORT:
- » EXTREME RANGE: *
- » CLUSTERED [6"]: *
- » DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.



Samson

Heavy Ta	ink			A)364
SPD	SCAN	TARG	DEE	_

310	350	SCAIN	IAKG	וט		CIVI
Large	5"	-	7	1.	2	3+1
Actions			Cost	Range	ROF	Effect
Smart Medium Cannon				24"	2	KILL

» 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. EMERGENCY CM [+1]: This Unit begins the game with 1 Emergency Countermeasure Token (indicated as +1 under CM). Emergency CMs

ALL TERRAIN: This Unit ignores terrain movement penalties.

automatically succeed and do not regenerate.



Infantry Squad

Human Infantry Squad 3

SIG	SPD	SCAN	TAR	G	DEF	CM
Small	4"	-	5		13	-
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS In	fantry only)	1-2	Α	12"	1	KILL
RPG		3	Α	10"	2	KILL

- » CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1 TARG against targets within short range.
- » TAKE UP: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 1" may be killed instead.

STEALTHY: This Unit begins the game with a Stealth Token.

HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit in this Taskforce with the Taxi trait that was Revealed in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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SIG	SPD	SCAN	TARG	i 1	DEF	CM
Small	4"	-	5		13	-
Actions			Cost	Range	ROF	Effect
Launch Ja	m Drone		Α	16"	2	JAM
Traits						

STEALTHY: This Unit begins the game with a Stealth Token.

HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit in this Taskforce with the Taxi trait that was Revealed in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties.

JAM: A Unit suffering the JAM effect becomes Jammed. A Jammed Unit may not spend Command Points to Boost its rolls, but may remove the Jammed status at any time by spending 1 Command Point. A Unit may not be Jammed more than once



SIG	SPD	SCAN	TAR	G	DEF	CM
Small	8"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [5	SCAN]		Α	12"	2	REVEAL
MG (VS Infa	intry only)		Α	12"	2	KILL
Traits						

SCRAMBLE AURA [6", COST: (C), Refresh phase]: While within 6" and LOS of this Unit, enemy Units suffer -2 TARG and enemy Pings may not be Revealed. This Unit gains the Command Point Token spent to indicate this ability is active. It is returned to its controlling player immediately before this Unit is Refreshed or Destroyed.

TAXI: This Unit may be targeted by the Hitch Hiker trait once per Taskforce Activation

DECOY [Small]: When this Unit is added to your Force, the Force gains one Small Decoy Ping.

Technical Light Vehicle

SIG	SPD	SCAN	TAR	G	DEF	CM
Small	8"	7	-		14	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	12"	2	REVEAL
Cyber Attack [SCAN]			Α	16"	2	STUN
Position Hack [SCAN] (VS Veh. Only)			(c)	16"	1	*

Units hit by this attack are Placed within 3" of their current position by the attacker's Controlling Player. This Action may only be performed once per Unit Activation.

Traits

TAXI: This Unit may be targeted by the Hitch Hiker trait once per

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Drone Wrangler Team

Human & Robotic Infantry Squad 3 Free Union

SIG SPD SCAN **TARG** DFF CM Medium 5' 6 13 Cost Range ROF Effect 12" Adv. MG (VS Infantry only) A 2 KILL 1

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

KILL **A**

» ADVANCED [CM 4+]: *

» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1 TARG against targets within short range

HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit in this Taskforce with the Taxi trait that was ${\bf Revealed}$ in a previous ${\bf Turn}.$

ALL TERRAIN: This Unit ignores terrain movement penalties.



Med Tank

Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	6		13	2
Actions			Cost	Range	ROF	Effect
Medium Cann	on		Α	24"	2	KILL
Traits						

HIT AND RUN [2" Place]: After this Unit resolves a combat action it may

ALL TERRAIN: This Unit ignores terrain movement penalties.



Support Tank Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG		DEF	CM	
Medium	7"	6	6		13	2	
Actions			Cost	Range	ROF	Effect	
Double Cannor	1		Α	16"	2	KILL	
CM Hack [SCAN]		C	16"	2	*	

Units hit by this weapon resolve a CM check for each CM (nonhardened) it has and removes a CM for each failed check. This Action may only be performed once per Unit Activation.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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Tank Hunters

Mounted Infantry Squad (3)

SIG	SPD	SCAN	TARG	DEF	CM
Large	8"	-	6	14	2
Actions			Cost Ran	ge ROF	Effect
Smart Bon	nbs		A 10	" 1	KILL

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

ALL TERRAIN: This Unit ignores terrain movement penalties. MOUNTED INFANTRY: Infantry Bases in this Unit may not enter buildings.



Heavy Tank

Heavy Vehicle

Free Union

SIG	SPD	SCAN	TARG	G 1	DEF	CM	
Large	7"	-	6		13	3	
Actions			Cost	Range	ROF	Effect	
Close Supp	ort Canno	on	A	16"	3	KILL	

- » CLUSTERED [3"]; Before resolving this Action, select a point within range and LOS. Only targets within 3" of this point may be targeted. Use the selected point as the attack's origin for determining Concealment. Declare all targets before resolving attacks.
- » SMART SHRAPNEL: Units targeted by this weapon do not benefit from Concealment
- » ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+)

Traits

RESILIENT: When this Unit suffers a KILL effect, when not already Stunned, it suffers a STUN effect instead.

ALL TERRAIN: This Unit ignores terrain movement penalties



Tortoise

Heavy Vehicle

SIG	SPD	SCAN	TAR	G	DEF	CM
Large	7"	-	6		13	4
Actions			Cost	Range	ROF	Effect
Double Cannon			Α	16"	2	KILL
HMG (VS In	fantry only)		Α	12"	3	KILL
Traits						

DEFENDER AURA [4", COST: C , Refresh phase]: Friendly Units within 4" and LOS can spend this Unit's Countermeasure Tokens. This Unit gains the Command Point Token spent to indicate this ability is active. It is returned to its controlling player immediately before this Unit is Refreshed or Destroyed.

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