



SIG	SPD	SCAN	TARG		DE	F CM
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	14"	3	REVEAL
MG (VS Infantry only)			A	12"	2	KILL
Deploy Dr	ones		С	-	-	*

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

SIG

Medium Actions

Scanner [SCAN]

Double Cannon

Target Lock

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

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> > **TARG**

5

12"

16"

Cost Range

Α

Α

(C)



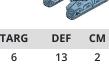
Sentinel: Tagger Light Vehicle Coalition



SIG	SPD	SCAN	TARG		DEF	CM
Small	8"	-	6		14	1
Actions			Cost	Range	ROF	Effect
Tag Canno	n		A	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.





SIG	SPD	SCAN	1	ARG	DEF	: CM
Medium	6"	-		6	13	2
Actions			Cost	Range	ROF	Effect
Close Medium Cannon			Α	24"	2	KILL

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

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SPD

6"



DEF		CM	
13		1	
ROF	Eff	fect	
1	RE\	/EAL	
2	K	ILL	

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.

SCAN

6

ADAPTIVE CAMO I+1 DEFI: When this Unit benefits from Concealment it gains an additional +1

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: Destroyer

Coalition

SIG	SPD	SCAN	TAF	TARG		CM
Large	4"	-	6	6		3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Infantry only)			A	12"	3	KILL
Smart Medium Cannon			Α	24"	2	KILL

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

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.



Spider Drone: Infiltrator

Robotic Infantry Squad (2)

Coalition

SIG	SPD	SCAN	TARG		DEF	CM
-	6"	-	6		14	-
Actions			Cost R	ange	ROF	Effect
Claws			A	1"	1	KILL

» SPECIALIZED: +2 TARG vs Infantry targets.

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

C Go Dark

This Unit gains a Stealth Token.

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

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	TARG		DEI	F CM		
Small	7"	7	6		14	1		
Actions			Cost	Range	ROF	Effect		
Scanner [SCAN]			A	12"	2	REVEAL		
Shock Aut	ocannon		Α	16"	2	STUN		
Property Co. a. ml.;								

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

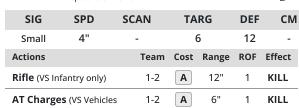
Forward Observe A/C

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



Vector Squad Human Infantry Squad (3)





- » 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 Α 16" KILL

- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this
- » ADVANCED [CM 4+]: *

Traits

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

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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Courier Medium Transport Republic of Terra



SIG	SPD	SCAN		TARG	DE	F CM
Medium	6"	6		6	13	3 2
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	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 up to its max capacity. Units must forfeit a move or action are eligible. This Unit cannot perform a Load and an Unload action in the same activation.

Traits

 $\textbf{DEFEND [Infantry, 4"]:} \ Infantry \ within \ 4" \ can spend \ this \ Unit's \ Countermeasure \ Tokens. \ This$ may only be used by Units with a CM stat of "-".

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.

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SIG	SPD	SCAN	Т	ARG	DEF	- см
Medium	7"	-		7	13	2
Actions			Cost	Range	ROF	Effect
Medium Cann	on		Α	24"	2	KILL

Traits

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

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



successful on a 5+ (instead of 3+).

•	Republic of Terra						
SIG	SPD	SCAN	TARG	DEF	СМ		
Large	5"	-	7	12	3+1		
tions			Cost Range	ROF	Effect		

Smart Medium Cannon KILL 24" 2 » SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are

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

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

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