

Widow Scout

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	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
<div>Deploy Drones</div> <div>C- - - ★</div> <div>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.</div>					
<div>Traits</div> <div>CARRIER [Spider Drone: Infiltrator]: When this Unit is added to a Force one Spider Drone: Infiltrator Unit is also included.</div>					

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Sentinel: Tagger

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1
Actions		Cost	Range	ROF	Effect
Tag Cannon		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.					
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Sentinel: Hunter

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1
Actions		Cost	Range	ROF	Effect
Fusion Cannon		A	8"	1	KILL
» SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).					
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Spider Drone: Infiltrator

Robotic Infantry Squad 2

Coalition




SIG	SPD	SCAN	TARG	DEF	CM
-	6"	-	6	14	-
Actions		Cost	Range	ROF	Effect
Claws		A	1"	1	KILL
» SPECIALIZED: +2 TARG vs Infantry targets.					
» CLOSE COMBAT: Ignores Concealment and short range modifiers.					
<div>Go Dark</div> <div>C- - - ★</div> <div>This Unit gains a Stealth Token.</div>					
<div>Traits</div> <div>STEALTHY: This Unit begins the game with a Stealth Token.</div> <div>ALL TERRAIN: This Unit ignores terrain movement penalties.</div> <div>PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force. It is automatically included with a Widow Scout Unit.</div>					
<div>Notes</div> <div>STEALTH TOKEN: A Unit with a Stealth Token can only be targeted by enemy Actions with a REVEAL effect. A Unit loses 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 Stealth Token if an enemy Unit is within 2" and cannot have more than 1.</div>					
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Spider Drone: Solder

Robotic Infantry Squad 4

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	6"	-	6	14	-
Actions		Cost	Range	ROF	Effect
Claws		A	1"	1	KILL
» SPECIALIZED: +2 TARG vs Infantry targets.					
» CLOSE COMBAT: Ignores Concealment and short range modifiers.					
<div>Traits</div> <div>ALL TERRAIN: This Unit ignores terrain movement penalties.</div>					
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Virago

Medium Vehicle

Coalition



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



SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	6	5	13	1
Actions		Cost	Range	ROF	Effect
Scanner [SCAN]		A	12"	1	REVEAL
Cannon		A	16"	1	KILL
<div>Traits</div> <div>ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.</div> <div>SHROUD AURA [4" concealment]: Friendly Units within 4" gain concealment.</div> <div>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.</div>					
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GSV: Phantom

Ground Support Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	6	5	13	1
Actions		Cost	Range	ROF	Effect
Scanner [SCAN]		A	12"	1	REVEAL
Double Cannon		A	16"	2	KILL
<div>Target Lock</div> <div>C- - - ★</div> <div>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.</div>					
<div>Traits</div> <div>ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.</div> <div>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.</div>					
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Guardian: Destroyer

Heavy Vehicle

Coalition




SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1
Actions		Cost	Range	ROF	Effect
HMG (VS Infantry only)		A	12"	3	KILL
Smart Medium Cannon		A	24"	2	KILL
» SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).					
<div>Traits</div> <div>SENTRY: This Unit gains +1 to Reaction Priority Rolls.</div> <div>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.</div> <div>ALL TERRAIN: This Unit ignores terrain movement penalties.</div>					
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Guardian: Marksman

Heavy Vehicle

Coalition




SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1
Actions		Cost	Range	ROF	Effect
HMG (VS Infantry only)		A	12"	3	KILL
Railgun		A	-	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.					
<div>Traits</div> <div>SENTRY: This Unit gains +1 to Reaction Priority Rolls.</div> <div>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.</div> <div>ALL TERRAIN: This Unit ignores terrain movement penalties.</div>					
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Vector Squad

Human Infantry Squad 3


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Small	4"	-	6	12	-	
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)		1-2	A	12"	1	KILL
AT Charges (VS Vehicles only)		1-2	A	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 from this weapon can use the LOS of Infantry Teams in this Unit.						
» ADVANCED [CM 4+]: *						
» 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	TARG	DEF	CM
Small	4"	7	7	12	-
Actions		Cost	Range	ROF	Effect
Scanner [SCAN]		A	12"	2	REVEAL
Shock Sniper Rifle		A	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.					
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.					
STEALTHY: This Unit begins the game with a Stealth Token.					

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Goliath Squad

Human Infantry Squad 3


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Medium	5"	-	6	13	1
Actions		Cost	Range	ROF	Effect
MG (VS Infantry only)		A	12"	2	KILL
Advanced Cannon		A	16"	1	KILL
» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).					
Traits					
ALL TERRAIN: This Unit ignores terrain movement penalties.					
PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.					

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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]		A	10"	1	REVEAL
Cannon		A	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.					
Traits					
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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Harbinger

Light Recon Vehicle


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Small	7"	7	6	14	1
Actions		Cost	Range	ROF	Effect
Scanner [SCAN]		A	12"	2	REVEAL
Shock Autocannon		A	16"	2	STUN
» DEADLY [Infantry]: This weapon's effect is KILL for Infantry 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.					

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B3.5.2



Crusader

Medium Tank


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	7	13	2
Actions		Cost	Range	ROF	Effect
Medium Cannon		A	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. This may only be used by Units with a CM stat of "-".					

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
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Mandible

Heavy Artillery


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions		Cost	Range	ROF	Effect
Heavy Artillery		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		A	-	4	STUN
» FIRE SUPPORT: *					
» EXTREME RANGE: *					
» CLUSTERED [6"]: *					
» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.					

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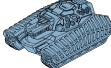
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Samson

Heavy Tank


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1
Actions		Cost	Range	ROF	Effect
Smart Medium Cannon		A	24"	2	KILL
» SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).					
Traits					
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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Infantry Squad

Human Infantry Squad 3

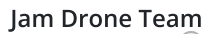
Free Union



SIG	SPD	SCAN	TARG	DEF	CM	
Small	4"	-	5	13	-	
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)		1-2	A	12"	1	KILL
RPG		3	A	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.						
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.						

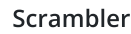
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JAM: A Unit suffering the JAM effect becomes Jammed. A Jammed Unit may not spend Command Points to Boost its rolls, but may remove the Jammed status at any time by spending 1 Command Point. A Unit may not be Jammed more than once.

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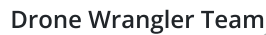
DECOY [Small]: When this Unit is added to your Force, the Force gains one Small Decoy Ping.

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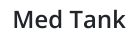
TAXI: This Unit may be targeted by the Hitch Hiker trait once per Taskforce Activation.

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ALL TERRAIN: This Unit ignores terrain movement penalties.

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ALL TERRAIN: This Unit ignores terrain movement penalties.

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ALL TERRAIN: This Unit ignores terrain movement penalties.

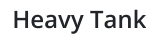
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ALL TERRAIN: This Unit ignores terrain movement penalties.

MOUNTED INFANTRY: Infantry Bases in this Unit may not enter buildings.

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ALL TERRAIN: This Unit ignores terrain movement penalties.

B3.5.2



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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