



\ -4	Sentinel:	Tagger
	Light Vehicle	
* *	Coalition	

SPD

8"

SCAN

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

Taskforce Activation. A Unit can only be Tagged once.

TARG

6

16"

Cost

SIG

Tag Cannon



14

ROF Effect

2 STUN





SIG	SPD	SCAN	TARG	DEF	СМ
Medium	6"	-	6	13	2
Actions			Cost Range	ROF	Effect
	_				

Close Medium Cannon 24" 2 KILL

» 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 [S	CAN]		A	14"	3	REVEAL
MG (VS Infa	ntry only)			12"	2	KILL

Deploy Drones

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.

ENERATED: 2023-05-31 16:13:54

B3.5.1

GENERATED: 2023-05-31 16:13:54

B3.5.1



GSV: Phantom Ground Support Vehicle Coalition



B3.5.1

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

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

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: 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 In		12"	3	KILL		
Smart Medium Cannon				24"	2	KILL

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

Traits

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

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.

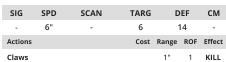
ALL TERRAIN: This Unit ignores terrain movement penalties



Spider Drone: Infiltrator

Robotic Infantry Squad 2

Coalition



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

C

Go Dark

This Unit gains a Stealth Token.

Traits

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

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

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.

GENERATED: 2023-05-31 16:13:54 B3.5.1

GENERATED: 2023-05-31 16:13:54

B3.5.1

GENERATED: 2023-05-31 16:13:54

B3.5.1





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



Human Infantry Squad 3 Republic of Terra



SIG	SPD	SCA	N	TAR	G I	DEF	СМ
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)			1-2		12"	1	KILL
AT Charges (VS Vehicles only)			1-2		6"	1	KILL
ADVANCED ICAA 4.1. Country and a state of the state of th							

- » 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 16" 1

- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this Unit.
- » ADVANCED [CM 4+1:

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.

Cannon 16' KILL $\textbf{Unload} \ \textbf{[Free Action, 3"]:} \ The \ carried \ Unit \ is \ Placed \ within \ 3". They$ 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.

SCAN

TARG

6

Cost Range

[A] 10" 1 REVEAL

13

ROF

Courier

Republic of Terra

SPD

6"

SIG

Medium

Scanner [SCAN]

Actions

Medium Transport

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

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.

B3.5.1

B3.5.1

B3.5.1

B3.5.1





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

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

GENERATED: 2023-05-31 16:13:54





SIG	SPD	SCAN	TARG	D	EF	CM	
Large	5"	-	7	1	2	3+1	
Actions			Cost	Range	ROF	Effect	
Smart Med	dium Can	non		24"	2	KILL	

» ${\bf SMART}$ [CM 5+]: Countermeasure rolls attempting to negate this

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

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



1	SATT I
rra	

Smart Medium Cannon 24" 2 weapon's effect are successful on a 5+ (instead of 3+).

PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units. automatically succeed and do not regenerate.

GENERATED: 2023-05-31 16:13:54

B3.5.1