



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 Infa	antry only)		A	12"	2	KILL
Deploy Di	rones		(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.

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Sentinel: Tagger Light Vehicle Coalition



SPD	SCAN	TA	RG	DEF	CM
8"	-	6	5	14	1
		Cost	Range	ROF	Effect
on		A	16"	2	STUN
	8"	8" -	8" - 6	8" - 6 Cost Range	8" - 6 14 Cost Range ROF

[»] 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	TARG	DEF	СМ
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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SIG	SPD	SCAN	•	TARG	DE	F CM
Medium	6"	6		5	13	3 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 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

Heavy Vehicle

Coalition



» 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



C

» SPECIALIZED: +2 TARG vs Infantry targets.

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

Go Dark

This Unit gains a Stealth Token.

Traits

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

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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 Stealth Token if an enemy Unit is within 2" and cannot have more than 1.

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B3.5.2





SIG	SPD	SCAN	TA	RG	DE	F CM
Small	7"	7		6	14	. 1
Actions			Cost	Range	ROF	Effect
Scanner [9	SCAN]		A	12"	2	REVEAL
Shock Aut	ocannon		Α	16"	2	STUN
	• ml.:		· · · · · · · · · · · · · · · · · · ·			

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

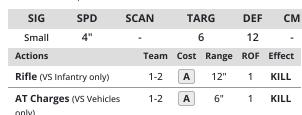
Forward Observe A/C

A Unit in the same Taskforce immediately resolves its Unit 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)

Republic of Terra



- » 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+]: *
- » TAKE UP: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 1" may be killed instead.

Traits

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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. 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

 $\textbf{DEFEND [Infantry, 4"]:} \ Infantry \ within \ 4" \ can spend \ this \ Unit's \ Countermeasure \ Tokens. \ This$ 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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Medium Tank

Republic of Terra



SIG	SPD	SCAN	T	ARG	DEI	- см
Medium	7"	-		7	13	2
Actions			Cost	Range	ROF	Effect
Medium Cann	ion		A	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 "-".



Samson



SIG	SPD	SCAN	TARG		DEF	СМ
Large	5"	-	7		12	3+1
Actions			Cost	Range	ROF	Effect
Smart Me	dium Can	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+).

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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