

Coalition



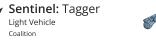
SIG	SPD	SCAN	TAR	G	DEF	CM
Small	8"	7	5		14	1
Actions		Cost	Target	Range	ROF	Effect
Scan		Α	Ping	14"	3	SCAN
MG (VS Infantry only)		Α	Unit	12"	2	KILL
Deploy Dr		С	Self	-	-	*

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.







SIG	SPD	SCAN	TAR	G I	DEF	CM
Small	8"	-	6		14	1
Actions		Cost	Target	Range	ROF	Effect
Tag Cannon		A	Unit	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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8"



# Sentinel: Hunter

Light Vehicle



Unit

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

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KILL 1

Robotic Infantry Squad (2)

Spider Drone: Infiltrator



SIG	SPD	SCAN		TARG	D	EF	CM
-	6"	-		6	1	14	-
Actions			Cost	Target	Range	ROF	Effect
Claws			Α	Unit	1"	1	KILL

» SPECIALIZED: +2 TARG vs Infantry targets

» CLOSE COMBAT: Ignores Concealment and short range modifiers

(c) Self Each Infantry Base in this Unit gains a Stealth Token.

### Traits

STEALTHY: Each each Infantry Base in 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

 $\mbox{\bf STEALTH TOKEN:}$  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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# Spider Drone: Solder

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Robotic Infantry Squad 4 Coalition



SIG	SPD	SCAN	TARG		DEF	CM
Small	6"	-	6		14	-
Actions		Cost	Target	Range	ROF	Effect
Claws		Α	Unit	1"	1	KILL

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

ALL TERRAIN: This Unit ignores terrain movement penalties.



**Fusion Cannon** 

Medium Vehicle Coalition

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

CLOSE AND PERSONAL (+1 TARG): This Unit gains an additional +1 TARG against targets within short range.



### **GSV:** Aurora

**Ground Support Vehicle** Coalition



SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	6	5		13	1
Actions		Cost	Target	Range	ROF	Effect
Scan		A	Ping	12"	1	SCAN
Cannon		Α	Unit	16"	1	KILL

### Traits

ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.

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

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 the Defense Aura. The Command Point is returned when this unit is Refreshed (if choosing to disable the ability) or Destroyed.

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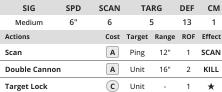
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# **GSV:** Phantom **Ground Support Vehicle**





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 concealed this Unit 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.



### **Guardian:** Destroyer

_	Heavy Vehicle
	Coalition

SI	G	SPD	SCAN	TARG	D	EF	CM	
Lar	ge	4"	-	6	1	3	3+1	
Actio	ns		Cost	Target	Range	ROF	Effect	
нма	(VS Infa	ntry only)	Α	Unit	12"	3	KILL	
Sma	rt Med.	Cannon	Α	Unit	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 rolls.

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

ALL TERRAIN: This Unit ignores terrain movement penalties.



### Guardian: Marksman

Heavy Vehicle

Coalition						dill	
	SIG	SPD	SCAN	TARG	DI	EF	СМ
	Large	4"	-	6	1	3	3+1
	Actions		Cost	Target	Range	ROF	Effect
	HMG (VS In	fantry only)	Α	Unit	12"	3	KILL

Railgun Α Unit 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 and long range modifiers.

### Traits

HARDENED CM [+1]: This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened 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 Man



SIG	SPD	SCAN	TAR	G I	DEF	CM
Small	4"	-	6		12	-
Actions		Cost	Target	Range	ROF	Effect
Rifle (teams	ly) A	Unit	12"	1	KILL	
AT Charge	A	Unit	6"	1	KILL	
	TCAA A.A. Commi					

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

Micro Artillery (Team 3) (A) Unit 16" » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this Unit.

» ADVANCED [CM 4+]: \*

#### Traits

ADAPTIVE CAMO I+1 DEFI: When concealed this Unit 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.

### Seeker Team

Human Infantry Squad 1 Republic of Man



- » 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 Unit A Unit in the same Taskforce immediately resolves its activation with

an action that has the Fire Support trait using this Unit's LOS.

**(C)** Self Each Infantry Base in this Unit gains a Stealth Token.

## Traits

ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF

ALL TERRAIN: This Unit ignores terrain movement penalties

 $\ensuremath{\mathsf{STEALTHY}}\xspace$  Each each Infantry Base in this Unit begins the game with a Stealth Token

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SIG SPD **SCAN** TARG Medium 5" 6 13 Cost ROF MG (VS Infantry only) Α Unit 12" 2 KILL A Unit 16' KILL **Advanced Cannon** 

**Goliath Squad** 

Republic of Man

Human Infantry Squad 3

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

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 Man



SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	6		13	2
Actions		Cost	Target	Range	ROF	Effect
Scan		A	Ping	10"	1	SCAN
Cannon		<b>A</b>	Unit 16"		1	KILL

UNLOAD [Free Action, 3"]: Place any carried Units within 3". They may immediately perform a move or action.

LOAD [Free Action, 3"]: Place any eligible Units within 3" in this transport up to its max capacity. Units must forfeit a move or action are  $% \left( 1\right) =\left( 1\right) \left( 1\right)$ eligible

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens.

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 Man



SIG	SPD	SCAN	TARG		DEF	CM
Small	7"	7	6		14	1
Actions		Cost	Target	Range	ROF	Effect
Scan		Α	Ping	12"	2	SCAN
Shock Aut	ocannon	Α	Unit	16"	2	STUN
DEADLY III	fants & Thic	woonon's offer	+ io IZII I	for Infor	twrton	roto

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

an action that has the Fire Support trait using this Unit's LOS.

A/C Unit A Unit in the same Taskforce immediately resolves its activation with



# Crusader

Medium Tank

Republic of Man



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

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

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DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens.

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Heavy Artillery Republic of Man



KILL

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A **Concussion Artillery** » FIRE SUPPORT: Eligible for the Forward Observe action.

- » **EXTREME RANGE**: Ignores short and long range modifiers.
- » CLUSTERED [6"]: Before resolving this action, select a point within range and LOS. Only Units within 6" of this point may be targeted. Declare all targets before resolving attacks.

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Heavy Artillery » FIRE SUPPORT: <sup>3</sup>

A+C Unit

Unit

- » EXTREME RANGE:
- » CLUSTERED [3"]:



Samson

Heavy Tank Republic of Man



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SIG	SPD	SCAN	TARG	i D	EF	CM	
Large	5"	-	7	1	12		
Actions		Cos	t Target	Range	ROF	Effect	
Smart Med. Cannon		Α	Unit	24"	2	KILL	

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» 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.

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

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