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SIG	SPD	SCAN	TA	RG	DEF	CM
Small	8"	7	į	5	14	1
Actions			Cost	Range	ROF	Effect
Scan			A	14"	3	SCAN
MG (VS Infa	ntry only)		A	12"	2	KILL
Deploy Dr	ones		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 automatically included.

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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 Canno	n		<b>A</b> 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.





Medium 6" Actions	-		_		
Actions			6	13	2
		Cost	Range	ROF	Effect
Medium Cannon		A	24"	2	KILL

#### Traits

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

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B3.3

SIG	SPD	SCAN	1	ARG	DE	F CM
Medium	6"	6		5	13	1
Actions			Cost	Range	ROF	Effect
Scan			A	12"	1	SCAN
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 (+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



» 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.

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.



## Spider Drone: Infiltrator

Robotic Infantry Squad (2)

Coalition

SIG	SPD	SCAN	TAR	G	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.

#### C Go Dark

Each Infantry Base in this Unit gains a Stealth Token.

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

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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	TA	RG	DEF	СМ
Small	7"	7	(	5	14	1
Actions			Cost	Range	ROF	Effect
Scan			A	12"	2	SCAN
Shock Aut	ocannon		Α	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 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



SIG	SPD	SCAN	TA	RG	DEF	СМ
Small	4"	-	(	5	12	-
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS In	fantry only)	1-2	A	12"	1	KILL
AT Charge	es (Teams 1-2)	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+).

KILL Micro Artillery (Team 3) 3 16" 1

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

#### Traits

ADAPTIVE CAMO [+1 DEF]: 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.

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### Courier Medium Transport Republic of Terra



SIG	SPD	SCAN	Т	ARG	DE	F CM
Medium	6"	6		6	13	2
Actions			Cost	Range	ROF	Effect
Scan			A	10"	1	SCAN
Cannon			Α	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 eligible.

#### Traits

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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.

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

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### 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.



# Samson



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1
Actions			Cost Rar	nge ROF	Effect
Smart Me	d. Cannor	1	A 24	1" 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.

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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