



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

Deploy Drones

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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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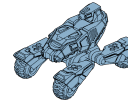
B3.5.2



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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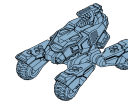
B3.5.2



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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B3.5.2



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.						

Go Dark

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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

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.

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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.						

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

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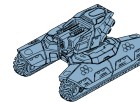
B3.5.2



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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B3.5.2



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

Traits

ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.

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

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.

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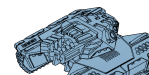
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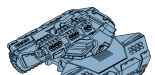
GSV: Phantom



Guardian: Destroyer



Guardian: Marksman



Ground Support Vehicle

Coalition

SIG


SPD

SCAN

TARG

DEF


CM



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+]: *						
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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B3.5.2

Heavy Vehicle

Coalition

SIG


SPD

SCAN

TARG

DEF


CM



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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B3.5.2

Heavy Vehicle

Coalition

SIG


SPD

SCAN

TARG

DEF


CM



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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B3.5.2

SIG


SPD

SCAN

TARG

DEF


CM



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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SIG


SPD

SCAN

TARG

DEF

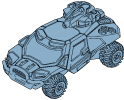
CM



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

SIG

SPD

SCAN

TARG

DEF

CM



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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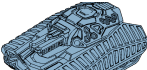


Mandible





Samson



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
<div>» FIRE SUPPORT: Eligible for the Forward Observe Action.</div> <div>» EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max range unlimited.</div> <div>» 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.</div>						
Shock Artillery			A	-	4	STUN
<div>» FIRE SUPPORT: *</div> <div>» EXTREME RANGE: *</div> <div>» CLUSTERED [6"]: *</div> <div>» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.</div>						

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B3.5.2

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
<div>» SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).</div>						
Traits						
<div>PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.</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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