


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 automatically included.


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B3.3



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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B3.3



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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B3.3



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: 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

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

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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Virago

Medium Vehicle
Coalition




SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	-	6	13	2
Actions		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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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 concealed this Unit 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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GSV: Phantom

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
Double Cannon		A	16"	2	KILL

Target Lock

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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 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.

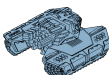
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Guardian: Destroyer

Heavy Vehicle
Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1
Actions		Cost	Range	ROF	Effect
HMG (VS Infantry only)		A	12"	3	KILL
Smart Med. Cannon		A	24"	2	KILL


» **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.

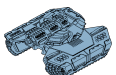
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Guardian: Marksman

Heavy Vehicle
Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1
Actions		Cost	Range	ROF	Effect
HMG (VS Infantry only)		A	12"	3	KILL
Railgun		A	-	1	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/long range modifiers. Min range 6". Max range unlimited.

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.

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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		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+).						
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 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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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 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 concealed this Unit gains an additional +1 DEF.					
ALL TERRAIN: This Unit ignores terrain movement penalties.					
STEALTHY: Each Infantry Base in this Unit begins the game with a Stealth Token.					

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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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B3.3



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"]: 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					
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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
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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 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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B3.3



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.					

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
B3.3



Mandible

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
» FIRE SUPPORT: Eligible for the Forward Observe action.					
» EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max range unlimited.					
» CLUSTERED [3"]: Before resolving this action, select a point within range and LOS. Only Units within 3" of this point may be targeted. Use the selected point as the attacks origin for determining concealment. Declare all targets before resolving attacks.					
Shock Artillery		A	-	4	STUN
» FIRE SUPPORT: *					
» EXTREME RANGE: *					
» CLUSTERED [6"]: *					
» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.					

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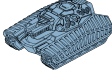
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Samson

Heavy Tank


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1
Actions		Cost	Range	ROF	Effect
Smart Med. Cannon		A	24"	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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B3.3



Infantry Squad

Human Infantry Squad 4


Free Union



SIG	SPD	SCAN	TARG	DEF	CM	
Small	4"	7	5	13	-	
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)		1-3	A	12"	1	KILL
Hack		1-3	A/C	16"	1	BREACH
Adv. RPG		4	A	10"	2	KILL
» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).						
» TAKE UP: When an Infantry Base with this weapon is killed, it may replace an Infantry Base in this Unit within 3".						
Traits						
STEALTHY: Each Infantry Base in this Unit begins the game with a Stealth Token.						
HITCH HIKER: Immediately after this Unit is Revealed it may be placed within 3" of a friendly Unit in this Taskforce with the Transport trait.						
ALL TERRAIN: This Unit ignores terrain movement penalties.						
Notes						
BREACH: A Unit suffering the BREACH effect gains 1 Breach Counter (A Unit may have multiple). All Counters are removed at the end of each Taskforce Activation.						

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B3.3



Technical


Light Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	5	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.					
CM Hack		A/C	16"	2	★
Units hit by this weapon resolve a 4+ CM check for each CM (non-hardened) it has and removes a CM for each failed check.					
» BREACHER: This attack may only target a Unit with a Breach Counter.					
Units hit by this weapon lose 1 Breach Counter.					
Traits					
DECOY [Small]: When this Unit is added to your Force, the Force gains one Small Decoy Ping.					
TRANSPORT: This Unit may be targeted by the Hitch Hiker trait once per Taskforce Activation.					

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B3.3



Scrambler


Light Support Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1
Actions		Cost	Range	ROF	Effect
Double Cannon		A	16"	2	KILL
Scramble		C	6"	-	★
Select another friendly Single-Base Unit or Infantry Base within 6", it gains a Stealth Token					
- OR -					
Select an enemy Ping within 6" and LOS, That Ping may not be Revealed while within 6" of this Unit until the end of this Round.					
Traits					
TRANSPORT: This Unit may be targeted by the Hitch Hiker trait once per Taskforce Activation.					

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B3.3



Drone Wrangler Team


Human & Robotic Infantry Squad 3

Free Union

SIG	SPD	SCAN	TARG	DEF	CM	
Medium	5"	-	5	13	1	
Actions		Team	Cost	Range	ROF	Effect
Adv. MG (VS Infantry only)		1	A	12"	2	KILL
» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).						
Adv. RPG		2-3	A	10"	2	KILL
» ADVANCED [CM 4+]: *						
Traits						
BREACH LINK [+1 TARG × Breach]: This Unit gains +1 TARG for each Breach Counter its Target has.						
HITCH HIKER: Immediately after this Unit is Revealed it may be placed within 3" of a friendly Unit in this Taskforce with the Transport trait.						
ALL TERRAIN: This Unit ignores terrain movement penalties.						

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B3.3



Med Tank


Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	6	13	2
Actions		Cost	Range	ROF	Effect
Medium Cannon		A	24"	2	KILL
Traits					
HIT AND RUN [2" place]: After this Unit resolves a combat action it may be placed within 2".					
BREACH LINK [+1 TARG × Breach]: This Unit gains +1 TARG for each Breach Counter its Target has.					
ALL TERRAIN: This Unit ignores terrain movement penalties.					

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Wardriver


Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	8	-	14	2
Actions		Cost	Range	ROF	Effect
Scanner [SCAN]		A	12"	1	REVEAL
AI Hack		A/C	16"	2	BREACH
Cyber Kill		A/C	16"	2	KILL
» BREACHER: This attack may only target a Unit with a Breach Counter.					
Units hit by this weapon lose 1 Breach Counter.					
Traits					
ALL TERRAIN: This Unit ignores terrain movement penalties.					
Notes					
BREACH: A Unit suffering the BREACH effect gains 1 Breach Counter (A Unit may have multiple). All Counters are removed at the end of each Taskforce Activation.					

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Tank Hunters


Mounted Infantry Squad 3

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	8"	-	6	13	2
Actions		Cost	Range	ROF	Effect
Smart RPG		A	10"	1	KILL
» SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).					
Traits					
BREACH LINK [+1 TARG × Breach]: This Unit gains +1 TARG for each Breach Counter its Target has.					
ALL TERRAIN: This Unit ignores terrain movement penalties.					
MOUNTED INFANTRY: Infantry Bases in this Unit may not enter buildings.					

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B3.3



Bullet Sponge

Heavy Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	6"	-	6	13	4
Actions		Cost	Range	ROF	Effect
Double Cannon		A	16"	2	KILL
Traits					
INTERFERENCE FIELD [2", COST: C , Refresh phase]: Friendly Units within 2" can spend this Unit's Countermeasure Tokens. 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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