

SIG

Scanner [SCAN]

Deploy Drones

Traits

MG (VS Infantry only)

this Action once per game.

Coalition

SCAN

TARG

5

Α 14"

Α 12'

(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

CARRIER [Spider Drone: Infiltrator]: When this Unit is added to a Force

one Spider Drone: Infiltrator Unit is also included.

SPD

8'



3 REVEAL

KILL

14

**	Coalition				-
SIG	SPD	SCAN	TAR	3	DE
Small	8"	-	6		14
Actions			Cost	Range	R
Tag Canno	n		Α	16"	

Sentinel: Tagger

Light Vehicle

» 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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2 STUN



Sentinel: Hunter

Light Vehicle Coalition

8	

SIG	SPD	SCAN	TARG	5 I	DEF	CM
Small	8"	-	6		14	1
Actions			Cost	Range	ROF	Effect
Fusion Car	non		Α	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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Spider Drone: Infiltrator Robotic Infantry Squad (2)

» CLOSE COMBAT: Ignores Concealment and short range modifiers

STEALTHY: This Unit begins the game with a Stealth Token.

It is automatically included with a Widow Scout Unit.

ALL TERRAIN: This Unit ignores terrain movement penalties.

PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force.

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

TARG

6

Α

(C)

14

KILL

SCAN

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

SPD

6'

This Unit gains a Stealth Token.

SIG

Actions

Claws

Traits



Spider Drone: Solder

Robotic Infantry Squad 4 Coalition

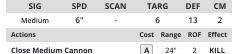


SIG	SPD	SCAN	TARG	DEF	CM
Small	6"	-	6	14	-
Actions			Cost Rar	ge ROF	Effect
Claws			A 1	" 1	KILL

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

ALL TERRAIN: This Unit ignores terrain movement penalties.



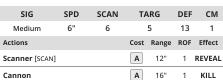


» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1 TARG against targets within short range.



GSV: Aurora

Ground Support Vehicle Coalition



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 immediately before this Unit is Refreshed or Destroyed.

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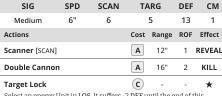
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GSV: Phantom **Ground Support Vehicle**





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 this Unit benefits from Concealment it 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. Ambush may only be used if this Unit has not been Revealed yet.



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Guardian: Destrover

Heavy Vehicle

Coalition

SIG	SPD	SCAN		TARG	D	EF	CM	
Large	4"	-		6	1	3	3+1	
Actions				Cost	Range	ROF	Effect	
HMG (VS Infantry only)				Α	12"	3	KILL	
Smart Medium Cannon				Α	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 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.



Guardian: Marksman

Coalition





SIG	SPD	SCAN	TARG	DI	EF	СМ
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Infantry only)			A	12"	3	KILL
Railgun			Α	-	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.

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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Vector Squad

Human Infantry Squad (3) Republic of Terra



SIG	SPD	SCA	N	TAR	G	DEF	CM
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)			1-2	Α	12"	1	KILL
AT Charges (VS Vehicles only)			1-2	Α	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

A Micro Artillery 3 16" 1 KILL » INFANTRY NETWORK: Attacks from this weapon can use the LOS of

- Infantry Teams in this Unit.
- » ADVANCED [CM 4+1:

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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Seeker Team

Human Infantry Squad 1 Republic of Terra

	SIG	SPD	SCAN	TAR	TARG		СМ
	Small	4"	7	7		12	-
	Actions			Cost	Range	ROF	Effect
Scanner [SCAN]				Α	12"	2	REVEAL
Shock Sniper Rifle					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)

TARG

6

Cost

Α 12' 2

A

DEF

14

ROF Effect REVEAL

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CM

This Unit gains a Stealth Token

SIG

Small

Scanner [SCAN]

Shock Autocannon

Actions

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

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ALL TERRAIN: This Unit ignores terrain movement penalties.

STEALTHY: This Unit begins the game with a Stealth Token.

Harbinger

Republic of Terra

This Action can be used once per activation.

SPD

7'

Light Recon Vehicle

SCAN

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

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.

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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]		Α	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.

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens. This may only be used by Units with a CM

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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Crusader

Medium Tank Republic of Terra

Goliath Squad

SPD

5"

SIG

Medium

MG (VS Infantry only)

Advanced Cannon

Human Infantry Squad (3) Republic of Terra

SCAN

» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this

PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.

weapon's effect are successful on a 4+ (instead of 3+)

ALL TERRAIN: This Unit ignores terrain movement penalties.

TARG

6

Α 12" 2 KILL

Α 16' 1 KILL

13 ROF



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Cannon				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

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SIG	SPD	SCAN	TARG	DEF	СМ
Large	5"	-	6	11	-
Actions			Cost Rang	e ROF	Effect
Heavy Art	illery		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 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.

Shock Artillery STUN

- » FIRE SUPPORT:
- » EXTREME RANGE: *
- » CLUSTERED [6"]: *
- » DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.

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Samson

Heavy Tank Republic of Terra



Smart Medium Cannon

Α » 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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