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 (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.

GENERATED: 2023-04-09 15:08:18 B3.4

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.

GENERATED: 2023-04-09 15:08:18 B3.4

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+).

GENERATED: 2023-04-09 15:08:18 B3.4

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 (C) - - ★
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** 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.

GENERATED: 2023-04-09 15:08:18 B3.4

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.

GENERATED: 2023-04-09 15:08:18 B3.4

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.

GENERATED: 2023-04-09 15:08:18 B3.4

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.

GENERATED: 2023-04-09 15:08:18 B3.4

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 (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.

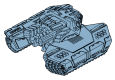
Traits

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.

GENERATED: 2023-04-09 15:08:18 B3.4

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 Medium 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

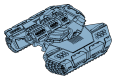
SENTRY: This Unit gains +1 to reaction priority rolls.

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

GENERATED: 2023-04-09 15:08:18 B3.4

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 CM**s automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

GENERATED: 2023-04-09 15:08:18 B3.4

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 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.

GENERATED: 2023-04-09 15:08:18 B3.4

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: This Unit begins the game with a Stealth Token.

GENERATED: 2023-04-09 15:08:18 B3.4

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.

GENERATED: 2023-04-09 15:08:18 B3.4

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.

GENERATED: 2023-04-09 15:08:18 B3.4

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.

GENERATED: 2023-04-09 15:08:18 B3.4

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.

GENERATED: 2023-04-09 15:08:18 B3.4

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"**]:** *

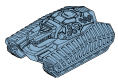
» **DEADLY [**Infantry**]:** This weapon's effect is KILL for Infantry targets.

GENERATED: 2023-04-09 15:08:18 B3.4

Samson

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**

» **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.

GENERATED: 2023-04-09 15:08:18 B3.4

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 [SCAN]	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+).

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

» **TAKE UP:** When an Infantry Base with this weapon is killed, it may replace an Infantry Base in this Unit within 3".

Traits

STEALTHY: 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 that was Revealed in a previous Turn.

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.

GENERATED: 2023-04-09 15:08:18 B3.4

Technical A
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 [SCAN] — A/C — 16" — 2 — ★

Units hit by this weapon resolve a CM check for each CM (non-hardened) it has and removes a CM for each failed check. This action may only be performed once per Unit Activation.

» **BREACHER:** This attack may only target a Unit with a Breach Counter. Units hit by this weapon lose 1 Breach Counter.

Traits

TRANSPORT: This Unit may be targeted by the Hitch Hiker trait once per Taskforce Activation.

GENERATED: 2023-04-09 15:08:18 B3.4

Technical B
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.

Position Hack [SCAN] — A/C — 16" — 1 — ★

Units hit by this attack are placed within 3" of their current position by the attacker. This Action may only be performed once per Unit Activation.

» **BREACHER:** This attack may only target a Unit with a Breach Counter. Units hit by this weapon lose 1 Breach Counter.

Traits

TRANSPORT: This Unit may be targeted by the Hitch Hiker trait once per Taskforce Activation.

GENERATED: 2023-04-09 15:08:18 B3.4

Scrambler
Light Support Vehicle
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	5	14	1

Actions	Cost	Range	ROF	Effect
Shock Autocannon	A	16"	2	**STUN**

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

Scramble — C — 6" — - — ★

Select another friendly Unit 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.

Scramble may be used once per Unit Activation.

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.

GENERATED: 2023-04-09 15:08:18 B3.4

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**
Adv. RPG	2-3	A	10"	2	**KILL**

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

» **ADVANCED [**CM 4+**]:** *

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

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 that was Revealed in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties.

GENERATED: 2023-04-09 15:08:18 B3.4

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".

ALL TERRAIN: This Unit ignores terrain movement penalties.

GENERATED: 2023-04-09 15:08:18 B3.4

Wardriver
Medium Vehicle
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	8	-	13	2

Actions	Cost	Range	ROF	Effect
Scanner [SCAN]	A	12"	1	**REVEAL**
AI Hack [SCAN]	A/C	16"	3	**BREACH**
Cyber Kill [SCAN]	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.

GENERATED: 2023-04-09 15:08:18 B3.4

Tank Hunters
Mounted Infantry Squad 3
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	8"	-	6	14	2

Actions	Cost	Range	ROF	Effect
Smart Bombs	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.

GENERATED: 2023-04-09 15:08:18 B3.4

Tortoise
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

BREACH LINK [+1 TARG × Breach**]:** This Unit gains +1 TARG for each Breach Counter its Target has.

DEFENDER AURA [4", COST: C , Refresh phase**]:** Friendly Units within 4" and LOS 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.

GENERATED: 2023-04-09 15:08:18 B3.4

Ability Ideas
Idea
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
-	-	-	-	-	-

Actions	Cost	Range	ROF	Effect
something	A	-	-	

» **BREACH EXPLOIT:** To perform this action, spend a Breach Counter on an enemy Unit within 16"

Traits

QUICK: After all Priority Rolls are resolved in a Reaction Engagement, This Unit may swap the results of its Priority Roll with any other Unit participating in the Reaction Engagement.

GENERATED: 2023-04-09 15:08:18 B3.4