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 also included.

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.

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.

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 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.

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**.

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.

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** 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 1.

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.

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+]: *

» **TAKE UP:** When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 1" may be killed instead.

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.

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.

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 "-".
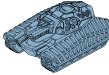

Samson
Heavy Tank
Republic of Terra

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.

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.