

MG (VS Infantry only)

this Action once per game.

**Deploy Drones** 

Sc

Traits



KILL

<b>N</b> -4	Sentinel: Tagger
	Light Vehicle
* *	Coalition





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### Spider Drone: Infiltrator

TARG

6

[ A ]

Robotic Infantry Squad (2) Coalition

SCAN



KILL

14

SIG	SPD	SCAN	TARG	DEF	СМ	SIG	SPD	SCAN	TARG		DI
Small	8"	7	5	14	1	Small	8"	-	6		1
Actions			Cost Rang	e ROF	Effect	Actions			Cost	Range	F
canner [S	SCAN]		A 14"	3	REVEAL	Tag Cannor	1		Α	16"	

» TAGGED: Units hit by this weapon suffer -2 DEF until the end of this Taskforce Activation. A Unit can only be Tagged once.

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

C

Cost Range ROF

This Unit gains a Stealth Token.

SPD

6"

#### Traits

SIG

Actions

Claws

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

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Sentinel: Hunter Light Vehicle Coalition

SIG	SPD	SCAN	TARG		DEF	СМ
Small	8"	-	6		14	1
Actions			Cost I	Range	ROF	Effect
Fusion Car	nnon		Α	8"	1	KILL

»  ${\bf SMART}$  [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).

Α

(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.

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### Spider Drone: Solder

Robotic Infantry Squad 4 Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	6"	-	6	14	-
Actions			Cost Rang	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.







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Medium	6"	-	6		13	2
Actions			Cost	Range	ROF	Effect
Close Medium	Cannon		Α	24"	2	KILL

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



## **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]	]		Α	12"	1	REVEAL
Cannon			Α	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  ${\bf Refreshed}$  or  ${\bf Destroyed}.$ 

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Guardian: Destroyer Heavy Vehicle Coalition

SCAN

» **SMART** [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).

Countermeasure Token (indicated as +1 under CM). Emergency CMs

TARG

6

Cost

[ A ] 12" 3 KILL

A 24" 2

SPD

4"

HMG (VS Infantry only)

Smart Medium Cannon

SIG

Large



DEF

13

Range ROF



3+1

Effect

KILL

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SIG	SPD	SCAN	TARG	D	EF	СМ
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Ir	nfantry only)		A	12"	3	KILL
Railgun			Δ	-	1	KILL

- »  $\mbox{\bf OVERKILL}$  [CM 6+]: Countermeasure rolls attempting to negate this
- » EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max range unlimited.

weapon's	effect	are	succe	ssful	on	a 6+	(instead	of:	3+

 $\textbf{SENTRY:} \ This \ Unit \ gains + 1 \ to \ Reaction \ Priority \ Rolls.$ 

**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.

SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	5		13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	12"	1	REVEAL
Double Canno	า		Α	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.

automatically succeed and do not regenerate. ALL TERRAIN: This Unit ignores terrain movement penalties.

SENTRY: This Unit gains +1 to Reaction Priority Rolls. **EMERGENCY CM** [+1]: This Unit begins the game with 1 Emergency

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### Vector Squad

Human Infantry Squad 3



SIG	SPD	SCA	N	TAR	G	DEF	СМ
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)			1-2	Α	12"	1	KILL
AT Charge	<b>s</b> (VS Vehicle	s 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

Micro Artillery	3	A	16"	1	KILL

- »  $\mbox{\it INFANTRY}$   $\mbox{\it NETWORK:}$   $\mbox{\it Attacks}$  from this weapon can use the LOS of Infantry Teams in this Unit.
- » ADVANCED ICM 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	TARG		DEF	СМ
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		Α	12"	2	REVEAL
Shock Sniper Rifle		Α	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

This Unit gains a Stealth Token.

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

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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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## 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]	l		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.

#### 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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### Harbinger



Shock Aut	ocannon		Α	16"	2	STUN
Scanner [9	CAN]		A	12"	2	REVEAL
Actions			Cost	Range	ROF	Effect
	-	-	-			-

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

#### Forward Observe

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.



# Crusader

**Goliath Squad** 

Republic of Terra

SPD

5"

SIG

Medium

MG (VS Infantry only)

**Advanced Cannon** 

Human Infantry Squad (3)

**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

16" 1 KILL

A 12" 2 KILL

Α

13 ROF

Medium Tank Republic of Terra



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Cannon			Α	24"	2	KILL
Traits						

 $\label{eq:FINISHER} \emph{FINISHER} \ \ \ \emph{[+1 TARG vs zero CM]} : This \ \ \emph{Unit gains +1 TARG against targets} \ \ \ \emph{that currently have zero Countermeasures}.$ 

**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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4 STUN

SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Rang	ge ROF	Effect
Heavy Art	illery		A+C -	4	KILL

- »  $\mbox{{\it FIRE SUPPORT:}}$  Eligible for the Forward Observe Action.
- » <code>EXTREME</code> 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.

Shoc	k Arti	llery
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- » FIRE SUPPORT: \*
- » EXTREME RANGE: \*
- » CLUSTERED [6"]: \*
- »  $\mbox{{\tt DEADLY}}$  [Infantry]: This weapon's effect is KILL for Infantry targets.





SIG	SPD	SCAN	TARG	D	EF	СМ
Large	5"	-	7	1	2	3+1
Actions			Cost	Range	ROF	Effect
Smart Me	dium Can	non	Α	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.

 $\label{eq:all terrain} \textbf{ALL TERRAIN:} \ This \ Unit ignores terrain \ movement \ penalties.$ 

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