





SCAN

» TAGGED: Units hit by this weapon suffer -2 DEF until the end of this

GENERATED: 2023-05-31 16:31:24

TARG

6

Cost Range ROF

A 16" 2 STUN

SPD

8"



14



B3.5.1







SIG	SPD	SCAN	TARG	D	EF	CM
-	6"	-	6	1	4	-
Actions			Cost	Range	ROF	Effect
Claws			Δ	1"	1	KILI

» SPECIALIZED: +2 TARG vs Infantry targets

Coalition

» CLOSE COMBAT: Ignores Concealment and short range modifiers

(C)

This Unit gains a Stealth Token.

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

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

Traits

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.

is within 2" and cannot have more than 1.

SIG SPD SCAN TARG 8' 5 14 ROF Scanner [SCAN] Α 14" 3 REVEAL Α 12' MG (VS Infantry only) KILL **(c) Deploy Drones**

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.

SIG

Tag Cannon

Sentinel: Hunter Light Vehicle Coalition

Taskforce Activation. A Unit can only be Tagged once



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

B3.5.1

B3.5.1





SIG	SPD	SCAN	TARG	DEF	CIVI
Small	6"	-	6	14	-
Actions			Cost Ra	nge 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.



Virago Medium Vehicle

Coalition



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



GSV: Aurora

Ground Support Vehicle Coalition



B3.5.1

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 immediately before this Unit is Refreshed or Destroyed.

GENERATED: 2023-05-31 16:31:24

B3.5.1

GENERATED: 2023-05-31 16:31:24

B3.5.1

GENERATED: 2023-05-31 16:31:24

B3.5.1

KILL



GSV: Phantom **Ground Support Vehicle**



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

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: Destrover

Heavy Vehicle

Coalition

SIG	SPD	SCAN		TARG	D	EF	СМ	
Large	4"	-		6	1	3	3+1	
Actions				Cost	Range	ROF	Effect	
HMG (VS In	fantry 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

Heavy Vehicle

Coalition



» OVERKILL [CM 6+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 6+ (instead of 3+)

A

» EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max range unlimited.

Traits

Railgun

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.

B3.5.1 B3.5.1 B3.5.1 GENERATED: 2023-05-31 16:31:24 GENERATED: 2023-05-31 16:31:24 GENERATED: 2023-05-31 16:31:24



Vector Squad

Human Infantry Squad (3) Republic of Terra



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

A Micro Artillery 3 16" 1 » 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.

B3.5.1



Seeker Team

Human Infantry Squad 1 Republic of Terra

SIG	SPD	SCAN	TAR	G	DEF	CM
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		Α	12"	2	REVEAL
Shock Snip	er Rifle		Α	24"	2	STUN
	c			C		

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

A/C

A Unit in the same Taskforce immediately resolves its activation with an action that has the $\overline{\rm Fire}$ Support trait using this Unit's LOS. This action can be used once per activation.

Go Dark

(c)

This Unit gains a Stealth Token.

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.

B3.5.1



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 up to its max capacity. Units must forfeit a move or action 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

GENERATED: 2023-05-31 16:31:24

B3.5.1



Harbinger



SIG	SPD	SCAN	TAR	TARG		CM
Small	7"	7	6	6		1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
Shock Aut	ocannon		Α	16"	2	STUN

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

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.



B3.5.1

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 Cann	on		Α	24"	2	KILL
Traits						

FINISHER I+1 TARG vs zero CMI: 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

GENERATED: 2023-05-31 16:31:24

B3.5.1

GENERATED: 2023-05-31 16:31:24



Mandible

Heavy Artillery Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
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 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 STUN

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



Samson

Heavy Tank Republic of Terra

SIG	SPD	SCAN	TARG	DI	F	СМ
Large	5"	-	7	1	2	3+1
Actions			Cost	Range	ROF	Effect
Smart Med	dium Can	non	A	24"	2	KILL

[A] » 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.

GENERATED: 2023-05-31 16:31:24

B3.5.1

GENERATED: 2023-05-31 16:31:24

B3.5.1



B3.5.1