


**Widow Scout**  
Light Vehicle  
Coalition




SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	5	14	1
Actions			Cost	Range	ROF Effect
Scan			A	14"	3 SCAN
MG (VS Infantry only)			A	12"	2 KILL

**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.

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**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

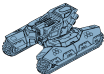
» **TAGGED:** Units hit by this weapon suffer -2 DEF until the end of this Taskforce Activation. A Unit can only be Tagged once.

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**Virago**  
Medium Vehicle  
Coalition




SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	-	6	13	2
Actions			Cost	Range	ROF Effect
Medium Cannon			A	24"	2 KILL


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

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**GSV: Phantom**  
Ground Support Vehicle  
Coalition




SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	6	5	13	1
Actions			Cost	Range	ROF Effect
Scan			A	12"	1 SCAN
Double Cannon			A	16"	2 KILL

**Target Lock**  
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.

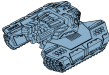
**Traits**  
**ADAPTIVE CAMO** [+1 DEF]: When concealed this Unit gains an additional +1 DEF.  
**AMBUSH:** When declaring participating Units of a Reaction Engagement, select a Ping matching this Unit's SIG. This Unit is immediately revealed using the selected Ping and becomes a participating Unit in the Reaction Engagement. If the selected Ping has an Activated Token it is immediately removed.

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

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**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**  
Each Infantry Base in this Unit gains a Stealth Token.

**Traits**  
**STEALTHY:** Each each Infantry Base in 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 loses 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.

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
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Harbinger

Light Recon Vehicle


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Small	7"	7	6	14	1	
Actions			Cost	Range	ROF	Effect
Scan			A	12"	2	SCAN
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.						

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Vector Squad

Human Infantry Squad


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Small	4"	-	6	12	-	
Actions			Cost	Range	ROF	Effect
Rifle (Teams 1-2, vs inf. only)			A	12"	1	KILL
AT Charges (Teams 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+).						
Micro Artillery (Team 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.						

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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
Scan			A	10"	1	SCAN
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.						

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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.						

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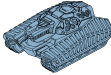
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Samson

Heavy Tank

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Large	5"	-	7	12	3+1	
Actions			Cost	Range	ROF	Effect
Smart Med. 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.						

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