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.

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B3.5.2

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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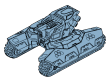
B3.5.2

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.

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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
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.

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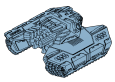
Guardian: Destroyer

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 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 CM**s automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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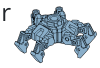
Spider Drone: Infiltrator

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	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.

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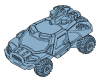
B3.5.2

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.

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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 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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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.

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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. This may only be used by Units with a CM stat of "-".

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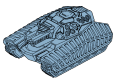
Samson

Heavy Tank

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1

Actions	Cost	Range	ROF	Effect
Smart 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.

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Infantry Squad

Human Infantry Squad (3)

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	5	13	-

Actions	Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)	1-2	A	12"	1	**KILL**
RPG	3	A	10"	2	**KILL**

» **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, an Infantry Base in this Unit within 1" may be killed instead.

Traits

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

HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit with the Taxi trait that is not in this Taskforce.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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B3.5.2

Bandit

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**
MG (VS Infantry only)	A	12"	2	**KILL**
Decoy Launcher	A	12"	2	**STUN**

» **CM MAGNET:** Units hit by this weapon must attempt to negate the effect if possible with CM until it has no CM left or it has negated the effect. Excluding Emergency CM.

Traits

OBSCURED: When this Unit is the target of an Action outside of short range (6") it gains +1 DEF.

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

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B3.5.2

Support Tank

Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	6	13	2

Actions	Cost	Range	ROF	Effect
Double Cannon	A	16"	2	**KILL**
HMG (VS Infantry only)	A	12"	3	**KILL**

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

SHROUD AURA [4" concealment]: Friendly Units within 4" gain Concealment.

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B3.5.2

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**

» **STABILIZER:** This weapon does not suffer Long Range penalties.

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.

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B3.5.2

Heavy Tank

Heavy Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	7"	-	6	13	3

Actions	Cost	Range	ROF	Effect
Close Support Cannon	A	16"	3	**KILL**

» **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.

» **SEEKER ROUNDS:** This weapon ignores Concealment.

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

Traits

RESILIENT: When this Unit suffers a KILL effect, when not already Stunned, it suffers a STUN effect instead.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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B3.5.2