Widow Scout
Light Vehicle
Coalition

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	5	14	1

Actions	Cost	Target	Range	ROF	Effect
Scan	A	Ping	14"	3	SCAN
MG (VS Infantry only)	A	Unit	12"	2	KILL
Deploy Drones	C	Self	-	-	★

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.

Sentinel: Tagger
Light Vehicle
Coalition

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1

Actions	Cost	Target	Range	ROF	Effect
Tag Cannon	A	Unit	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	Target	Range	ROF	Effect
Medium Cannon	A	Unit	24"	2	KILL

Traits

CLOSE AND PERSONAL [+1 TARG]: This Unit 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	Target	Range	ROF	Effect
Scan	A	Ping	12"	1	SCAN
Double Cannon	A	Unit	16"	2	KILL
Target Lock	C	Unit	-	1	★

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.

Guardian: Destroyer
Heavy Vehicle
Coalition

SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1

Actions	Cost	Target	Range	ROF	Effect
HMG (VS Infantry only)	A	Unit	12"	3	KILL
Smart Med. Cannon	A	Unit	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 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.

Spider Drone: Infiltrator
Robotic Infantry Squad (2)
Coalition

SIG	SPD	SCAN	TARG	DEF	CM
-	6"	-	6	14	-

Actions	Cost	Target	Range	ROF	Effect
Claws	A	Unit	1"	1	KILL

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

Go Dark	C	Self	-	-	★

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 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 is within 2" and cannot have more than 1.

Harbinger
Light Recon Vehicle
Republic of Man

SIG	SPD	SCAN	TARG	DEF	CM
Small	7"	7	6	14	1

Actions	Cost	Target	Range	ROF	Effect
Scan	A	Ping	12"	2	SCAN
Shock Autocannon	A	Unit	16"	2	STUN

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

| Forward Observe | A/C | Unit | - | 1 | ★ |

A Unit in the same Taskforce immediately resolves its activation with an action that has the Fire Support trait using this Unit's LOS.

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Vector Squad
Human Infantry Squad ③
Republic of Man

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	6	12	-

Actions	Cost	Target	Range	ROF	Effect
Rifle (teams 1-2, vs inf. only)	A	Unit	12"	1	KILL
AT Charges (Teams 1-2)	A	Unit	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 | Unit | 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 Man

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

Actions	Cost	Target	Range	ROF	Effect
Scan	A	Ping	10"	1	SCAN
Cannon	A	Unit	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 Man

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

Actions	Cost	Target	Range	ROF	Effect
Medium Cannon	A	Unit	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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Samson
Heavy Tank
Republic of Man

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

Actions	Cost	Target	Range	ROF	Effect
Smart Med. Cannon	A	Unit	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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