



SIG	SPD	SCAN	TA	ARG	DE	F CM
Small	8"	7		5	14	1
Actions			Cost	Range	ROF	Effect
Scanner [	SCAN]		A	14"	3	REVEAL
MG (VS Infa	antry only)		A	12"	2	KILL
Deploy Di	ones		(c)	-	-	*

Place the Sub-Units 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.

> B4.0.1 GENERATED: 2024-01-09 11:02:15



# **Sentinel:** Tagger Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	СМ
Small	8"	-	6	14	1
Actions			Cost Range	ROF	Effect
Tag Canno	on		<b>A</b> 16"	2	STUN

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

GENERATED: 2024-01-09 11:02:15

B4.0.1



# Sentinel: Hunter

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1
Actions			Cost Range	ROF	Effect
Fusion Ca	nnon		<b>A</b> 8"	1	KILL

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

B4.0.1 GENERATED: 2024-01-09 11:02:15



# Spider Drone: Infiltrator Robotic Infantry Squad 2

SIG	SPD	SCAN	TARG	DEF	CM
-	6"	-	6	14	-
Actions			Cost Range	ROF	Effect
Claws			<b>A</b> 1"	1	KILL

» SPECIALIZED: +2 TARG vs Infantry targets.

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

### Go Dark

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.

GENERATED: 2024-01-09 11:02:15

B4.0.1



# Spider Drone: Soldier

Robotic Infantry Squad 4

Coalition



SIG	SPD	SCAN	TARG	DEF	СМ
Small	6"	-	6	14	-
Actions			Cost Range	ROF	Effect
Claws			<b>A</b> 1"	1	KILL

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

## Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.



Coalition

SIG	SPD	SCAN	1	ARG	DEI	F CIV
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



SIG	SPD	SCAN	1	ΓARG	DE	F CM
Medium	6"	6		5	13	3 1
Actions		C	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

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 Refreshed or Destroyed.

B4.0.1 B4.0.1 B4.0.1 GENERATED: 2024-01-09 11:02:15 GENERATED: 2024-01-09 11:02:15 GENERATED: 2024-01-09 11:02:15





SIG	SPD	SCAN		TARG	DI	F CM
Medium	6"	6		5	1	3 1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN	]		A	12"	1	REVEAL
Double Canno	n		A	16"	2	KILL
Target Lock			<b>(c)</b>	-	-	*

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

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:** Destroyer Heavy Vehicle

Coalition

SIG	SPD	SCAN	TAR	RG	DEF	СМ
Large	5"	-	6		13	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS In	nfantry only)		A	12"	3	KILL
Smart Me	dium Canı	non	Α	24"	2	KILL

»  ${\tt SMART}$  [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 CMs automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.



# **Guardian:** Marksman Heavy Vehicle

Coalition



- »  $\mbox{\bf OVERKILL}$  [CM 6+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 6+ (instead of 3+).
- » EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max range unlimited.

#### 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 CMs automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

B4.0.1 B4.0.1 B4.0.1 GENERATED: 2024-01-09 11-02-15 GENERATED: 2024-01-09 11:02:15



# **Vector Squad**

Human Infantry Squad (3)



SIG	SPD	SCAN	TA	RG	DEF	CM
Small	4"	-	(	5	12	-
Actions		Team	Cost	Range	ROF	Effect
<b>Rifle</b> (VS In	fantry only)	1-2	A	12"	1	KILL
AT Charge	es (VS Vehicles	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
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- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this
- » ADVANCED [CM 4+]: \*

#### Traits

ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1

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.

GENERATED: 2024-01-09 11:02:15



ker Team	•
n Infantry Squad <b>1</b>	
c of Terra	

SIG	SPD	SCAN	TARG		DE	F CM
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner [9	SCAN]		A	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**

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

**Traits** 

This Unit gains a Stealth Token.



ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1

ALL TERRAIN: This Unit ignores terrain movement penalties. STEALTHY: This Unit begins the game with a Stealth Token.

A/C)



# **Goliath Squad** Human Infantry Squad (3)

Republic of Terra

SIG	SPD	SCAN	TARG		DE	F CN	1
Medium	5"	-	6		13	1	
Actions			Cost	Range	ROF	Effect	
MG (VS Infantry only)			A	12"	2	KILL	
Advanced Cannon			Α	16"	1	KILL	

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

#### Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.

B4.0.1 GENERATED: 2024-01-09 11:02:15



Republic of Terra



SIG	SPD	SCAN		TARG		F CM
Medium	6"	6		6	1:	3 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. 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.



# Harbinger Light Recon Vehicle

	O	Republic of Terra				
SIG	SPD	SCAN	TARG	DEF	CM	
Small	7"	7	6	14	1	

Actions Cost Range ROF Effect 2 REVEAL Scanner [SCAN]

**Shock Autocannon** Α 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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SIG	SPD	SCAN	TARG		RG DEF	
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Canr	non		A	24"	2	KILL

FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets that currently have zero

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 "-".

B4.0.1 B4.0.1 B4.0.1 GENERATED: 2024-01-09 11:02:15 GENERATED: 2024-01-09 11:02:15 GENERATED: 2024-01-09 11:02:15





SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Range	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 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.

## **Shock Artillery**

**A** -

4

4 STUN

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



Samson Heavy Tank Republic of Terra



SIG	SPD	SCAN	TARG		DEF	СМ
Large	5"	-	7		12	3+1
Actions			Cost	Range	ROF	Effect
Smart Me	Smart Medium Cannon			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.

GENERATED: 2024-01-09 11:02:15

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