



	Sentinel:	Tagger
7	Light Vehicle	
* *	Coalition	

SPD

8"

SIG

Small

Tag Cannon



2 STUN

14





SIG	SPD	SCAN	TARG		DEF	CM
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.

SIG	SPD	SCAN	TAR	TARG		СМ
Small	8"	7	5	5		1
Actions			Cost	Range	ROF	Effect
Scanner [5	Scanner [SCAN]			14"	3	REVEAL
MG (VS Infa	MG (VS Infantry only)			12"	2	KILL
Deploy Dr	ones		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.

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

SCAN

TARG

6

Cost Range ROF Effect

[A] 16"

GENERATED: 2023-12-12 12:38:20

B3.5.2 GENERATED: 2023-12-12 12:38:20 B3.5.2

GENERATED: 2023-12-12 12:38:20

B3.5.2

B3.5.2



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]	l		Α	12"	1	REVEAL
Double Canno	n		Α	16"	2	KILL
Target Lock			C	-	-	*

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 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 isimmediately 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



SIG	SPD	SCAN	TARG	D	DEF	
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Infantry 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+).

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.



Spider Drone: Infiltrator

Robotic Infantry Squad 2 Coalition



» SPECIALIZED: +2 TARG vs Infantry targets

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

(C)

Go Dark

This Unit gains a Stealth Token.

 $\textbf{STEALTHY:} \ This \ Unit begins \ the \ game \ with \ a \ \textbf{Stealth} \ \textbf{Token}.$

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

B3.5.2 B3.5.2 GENERATED: 2023-12-12 12:38:20 GENERATED: 2023-12-12 12:38:20 GENERATED: 2023-12-12 12:38:20



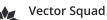


SIG	SPD	SCAN	TAR	TARG		СМ
Small	7"	7	6	6		1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
Shock Aut	ocannon		Α	16"	2	STUN

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

A/C **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.



Human Infantry Squad 3 Republic of Terra



SIG	SPD	SCA	N	TAR	G I	DEF	СМ
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)			1-2	Α	12"	1	KILL
AT Charges (VS Vehicles 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 16" Micro Artillery 3 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.

Α $\textbf{Unload} \ \textbf{[Free Action, 3"]:} \ The \ carried \ Unit \ is \ Placed \ within \ 3". They$ 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.

SCAN

TARG

6

16'

Α 10" 1 REVEAL

13

ROF

KILL

Courier

Republic of Terra

SPD

6"

SIG

Medium

Scanner [SCAN]

Actions

Cannon

Medium Transport

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.

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: 2023-12-12 12:38:20

B3.5.2

GENERATED: 2023-12-12 12:38:20

B3.5.2

GENERATED: 2023-12-12 12:38:20

B3.5.2





SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	7	13	2
Actions			Cost Range	ROF	Effect
Medium Cann	on		A 24"	2	KILL

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



Samson

Heavy Tank Republic of Terra



SIG	SPD	SCAN	TARG	DI	EF	CM
Large	5"	-	7	1	2	3+1
Actions			Cost	Range	ROF	Effect
Smart Med	lium Can	non	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.

 $\begin{tabular}{ll} \textbf{ALL TERRAIN:} This Unit ignores terrain movement penalties. \end{tabular}$

GENERATED: 2023-12-12 12:38:20

B3.5.2

B3.5.2 GENERATED: 2023-12-12 12:38:20



SIG	SPD	SCAN	V	TAR	G I	DEF	СМ
Small	4"	-		5		13	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS In:	Rifle (VS Infantry only)			Α	12"	1	KILL
RPG			3	Α	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.

 $\textbf{STEALTHY:} \ This \ Unit begins \ the \ game \ with \ a \ \textbf{Stealth} \ \textbf{Token}.$

 $\mbox{\sc HITCH}$ $\mbox{\sc HiKER};$ 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.



SIG	SPD	SCAN	TAR	TARG		СМ
Small	8"	7	5	5		1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
MG (VS Infantry only)			Α	12"	2	KILL
Decoy Lau	ıncher		Α	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

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

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



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	6		13	2
Actions			Cost	Range	ROF	Effect
Double Cannon			A	16"	2	KILL
HMG (VS Infant	ry only)		Α	12"	3	KILL
Traits						

ALL TERRAIN: This Unit ignores terrain movement penalties. SHROUD AURA [4" concealment]: Friendly Units within 4" gain Concealment.

GENERATED: 2023-12-12 12:38:20

GENERATED: 2023-12-12 12:38:20

B3.5.2

GENERATED: 2023-12-12 12:38:20

B3.5.2

B3.5.2



SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	6	13	2
Actions			Cost Range	ROF	Effect
Medium Cannon			A 24"	2	KILL

» ${\bf STABILIZER:}$ This weapon does not suffer Long Range penalties.

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.



Heavy Tank Heavy Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	7"	-	6	13	3
Actions			Cost	Range ROF	Effect
Close Sup	ort Cann	on	Α	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 ${\bf Concealment.}\ {\bf Declare}\ {\bf all}\ {\bf targets}\ {\bf before}\ {\bf resolving}\ {\bf attacks}.$
- » 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+).

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

B3.5.2 GENERATED: 2023-12-12 12:38:20

GENERATED: 2023-12-12 12:38:20

B3.5.2