

SPD

8"



KILL

14 ROF









SIG	SPD	SCAN	TARG	ŝ	DEF	CM	П	SIG
Small	8"	-	6		14	1		Mediu
Actions			Cost	Range	ROF	Effect		Actions
Tag Cannoi	n		Α	16"	2	STUN		Medium

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

SIG	SPD	SCAN	TA	D.C.	DFF	СМ
310	350	SCAN	IA	NG	DLF	CIVI
Medium	6"	-	6	5	13	2
Actions			Cost	Range	ROF	Effect
Medium Cann	on		Α	24"	2	KILL
Traits						

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

this Action once per game. Traits

Scan

MG (VS Infantry only)

**Deploy Drones** 

SIG

CARRIER [Spider Drone: Infiltrator]: When this Unit is added to a Force one Spider Drone: Infiltrator Unit is automatically included.

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

**SCAN** 

**TARG** 

5

Α 14" 3 SCAN

A 12'

**(c)** 

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## **GSV:** Phantom **Ground Support Vehicle** Coalition



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SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	5		13	1
Actions			Cost	Range	ROF	Effect
Scan			Α	12"	1	SCAN
Double Canno	n		Α	16"	2	KILL
Target Lock			(			4

#### 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.



# Guardian: Destroyer



SIG	SPD	SCAN	TARG	D	EF	CM
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS In	fantry only)		A	12"	3	KILL
Smart Me	d. 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+).

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.



# Spider Drone: Infiltrator

Robotic Infantry Squad 2

Coalition



SIG	SPD	SCAN	TARG	D	EF	CM
-	6"	-	6	1	4	-
Actions			Cost	Range	ROF	Effect
Claws			Α	1"	1	KILL

» SPECIALIZED: +2 TARG vs Infantry targets.

» CLOSE COMBAT: Ignores Concealment and short range modifiers

(C)

### Go Dark Each Infantry Base in this Unit gains a Stealth Token.

STEALTHY: Each each Infantry Base in this Unit begins the game with a

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.

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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.

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SIG	SPD	SCAN	TAR	G	DEF	СМ
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scan			Α	12"	2	SCAN
Shock Auto	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 activation with an action that has the Fire Support trait using this Unit's LOS. This action can be used once per activation.



SPD

4"

Human Infantry Squad 3 Republic of Terra

SCAN



KILL

TAR	G	DEF	СМ
6		12	-
Cost	Range	ROF	Effect
Α	12"	1	KILL

1-2 » ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).

1-2

**A** 

6"

Micro Artillery (Team 3) 3 A 16" 1 KILL

- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this Unit.
- » ADVANCED [CM 4+]: \*

Rifle (VS Infantry only)

AT Charges (Teams 1-2)

## Traits

SIG

ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.

 $\label{eq:all terrain} \textbf{ALL TERRAIN:} \ \text{This Unit ignores terrain movement penalties}.$ 

MECHANIZED: This Unit may begin the game mounted in a Courier transport. If it does its Ping is not used for the game.

Courier Medium Transport Republic of Terra



SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	6	6		13	2
Actions			Cost	Range	ROF	Effect
Scan			Α	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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that currently have zero Countermeasures.

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DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens.



# Samson

Heavy Tank Republic of Terra



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SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1
Actions			Cost R	ange ROF	Effect
Smart Me	d. Cannon		Α	24" 2	KILL

»  ${\bf SMART}$  [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.  $\mbox{{\bf HARDENED}}$   $\mbox{{\bf CM}}$  [+1]: This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened CMs automatically succeed and do not regenerate.

 $\label{eq:all terrain} \textbf{ALL TERRAIN:} \ \text{This Unit ignores terrain movement penalties}.$ 

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SIG	SPD	SCAN	TARG		DEF	CM	
Medium	7"	-	7		13	2	
Actions			Cost	Range	ROF	Effect	
Medium Ca	Α	24"	2	KILL			
Traits							
FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets							