

Coalition



SIG	SPD	SCAN	TAR	TARG		CM
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	14"	3	REVEAL
MG (VS Infantry only)			Α	12"	2	KILL
Deploy Drones				-	-	*

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.



Coalition



» 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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# Sentinel: Hunter

Light Vehicle Coalition



SIG	SPD	SCAN	TAR	<b>3</b>	DEF	CM	
Small	8"	-	6		14	1	
Actions			Cost	Range	ROF	Effect	
Fusion Car	non		Α	8"	1	KILL	

» SMART [CM 5+]: Countermeasure rolls attempting to negate this



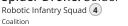
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SIG	SPD	SCAN	TARG		DEF	CIVI
Small	8"	-	6		14	1
Actions			Cost	Range	ROF	Effect
Fusion Can	non		Α	8"	1	KILL

weapon's effect are successful on a 5+ (instead of 3+).



## Spider Drone: Solder





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

### Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.



B3.4

KILL

# Virago

Medium Vehicle Coalition



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





Α

(C)

Spider Drone: Infiltrator

» SPECIALIZED: +2 TARG vs Infantry targets

» CLOSE COMBAT: Ignores Concealment and short range modifiers

This Unit gains a Stealth Token.

## Traits

Claws

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 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.

B3.4

KILL



# Ground Support Vehicle Coalition

**GSV:** Aurora

SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	6	5		13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	12"	1	REVEAL
Cannon			Α	16"	1	KILL

### Traits

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

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 immediately before this Unit is Refreshed or Destroyed.

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KILL



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



SIG SPD SCAN TARG DEF CM Medium 6' 6 5 13 Actions Cost Range ROF Effect Scanner [SCAN] Α REVEAL **Double Cannon** Α 16" 2 KILL 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.

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.



## **Guardian:** Destrover

Heavy Vehicle

Coalition

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 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+).

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

					-	
SIG	SPD	SCAN	TARG	D	EF	CM
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS In	nfantry only)		Α	12"	3	KILL

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» 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.

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## Vector Squad

Human Infantry Squad 3 Republic of Terra



SIG	SPD	SCAN	TAR	G I	DEF	СМ
Small	4"	-	6		12	-
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS Inf	1-2	Α	12"	1	KILL	
AT Charge	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

Micro Artillery	3	Α	16"	1	KILL
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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.

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## Seeker Team

Human Infantry Squad 1 Republic of Terra

SIG	SPD	SCAN	TAR	G	DEF	СМ
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner [9	CAN]		Α	12"	2	REVEAL
Shock Snip	per 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.

A/C

A Unit in the same Taskforce immediately resolves its activation with an action that has the  $\overline{\rm Fire}$  Support trait using this Unit's LOS. This action can be used once per activation.

### Go Dark

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This Unit gains a Stealth Token.

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

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



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**Goliath Squad** 

Republic of Terra

SPD

5"

SIG

Medium

MG (VS Infantry only)

Advanced Cannon

Human Infantry Squad (3)

**SCAN** 

» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this

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

weapon's effect are successful on a 4+ (instead of 3+)

ALL TERRAIN: This Unit ignores terrain movement penalties.

**TARG** 

6

Α 12" 2 KILL

Α 16'

13 ROF

KILL

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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]			Α	10"	1	REVEAL
Cannon			Α	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  $% \left( 1\right) =\left( 1\right) \left( 1\right)$ eligible

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.



## Harbinger



SIG	SPD	SCAN	TAR	G	DEF	CM	
Small	7"	7	6		14	1	
Actions			Cost	Range	ROF	Effect	
Scanner [9	SCAN]		A	12"	2	REVEAL	
Shock Aut	ocannon		Α	16"	2	STUN	
» DEADLY Unfanted. This weapon's affect is VIII for Infantry targets							

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

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.



# Crusader

Medium Tank

Republic of Terra



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

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## Mandible Heavy Artillery

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Rang	e ROF	Effect
Heavy Artillery			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 Units within 3" of this point may be targeted. Use the selected point as the attacks origin for determining concealment. Declare all targets before resolving attacks.

**Shock Artillery** 

STUN

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

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## Samson

Heavy Tank





Cost

Range ROF

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

Actions

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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