

Widow Scout

Light Vehicle

Coalition



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

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B3.5.2

Sentinel: Tagger

Light Vehicle

Coalition



| SIG | SPD | SCAN | TARG | DEF | CM | |
|--|-----|------|------|-------|-----|--------|
| Small | 8" | - | 6 | 14 | 1 | |
| Actions | | | Cost | Range | ROF | Effect |
| Tag Cannon | | | A | 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. | | | | | | |

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B3.5.2

Spider Drone: Infiltrator

Robotic Infantry Squad 2

Coalition



| SIG | SPD | SCAN | TARG | DEF | CM | |
|--|-----|------|------|-------|-----|--------|
| - | 6" | - | 6 | 14 | - | |
| Actions | | | Cost | Range | ROF | Effect |
| Claws | | | A | 1" | 1 | KILL |
| » SPECIALIZED: +2 TARG vs Infantry targets. | | | | | | |
| » CLOSE COMBAT: Ignores Concealment and short range modifiers. | | | | | | |
| Go Dark | | | C | - | - | ★ |
| 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 loses 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. | | | | | | |

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B3.5.2

Sentinel: Hunter

Light Vehicle


Coalition



| SIG | SPD | SCAN | TARG | DEF | CM | |
|---|-----|------|------|-------|-----|--------|
| Small | 8" | - | 6 | 14 | 1 | |
| Actions | | | Cost | Range | ROF | Effect |
| Fusion Cannon | | | A | 8" | 1 | KILL |
| » SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+). | | | | | | |

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B3.5.2




Spider Drone: Solder

Robotic Infantry Squad 4

Coalition






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] | | | A | 12" | 1 | REVEAL |
| Double Cannon | | | A | 16" | 2 | KILL |
| Target Lock | | | 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. | | | | | | |
| 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 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. | | | | | | |

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B3.5.2




Virago

Medium Vehicle

Coalition

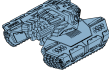




Guardian: Destroyer

Heavy Vehicle


Coalition



| SIG | SPD | SCAN | TARG | DEF | CM | |
|---|-----|------|------|-------|-----|--------|
| Large | 4" | - | 6 | 13 | 3+1 | |
| Actions | | | Cost | Range | ROF | Effect |
| HMG (VS Infantry only) | | | A | 12" | 3 | KILL |
| Smart Medium Cannon | | | 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 | | | | | | |
| 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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GSV: Aurora

Ground Support Vehicle

Coalition

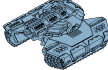




Guardian: Marksman

Heavy Vehicle


Coalition



| SIG | SPD | SCAN | TARG | DEF | CM | |
|---|-----|------|------|-------|-----|--------|
| Large | 4" | - | 6 | 13 | 3+1 | |
| Actions | | | Cost | Range | ROF | Effect |
| HMG (VS Infantry only) | | | A | 12" | 3 | KILL |
| Railgun | | | A | - | 1 | KILL |
| » 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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B3.5.2



Vector Squad

Human Infantry Squad 3


Republic of Terra



| SIG | SPD | SCAN | TARG | DEF | CM | | |
|---|-----|------|------|------|-------|-----|--------|
| Small | 4" | - | 6 | 12 | - | | |
| Actions | | | Team | Cost | Range | ROF | Effect |
| Rifle (VS Infantry only) | | | 1-2 | A | 12" | 1 | KILL |
| AT Charges (VS Vehicles only) | | | 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 |
| » 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 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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B3.5.2



Seeker Team

Human Infantry Squad 1


Republic of Terra



| SIG | SPD | SCAN | TARG | DEF | CM | |
|--|-----|------|------|-------|-----|--------|
| Small | 4" | 7 | 7 | 12 | - | |
| Actions | | | Cost | Range | ROF | Effect |
| Scanner [SCAN] | | | A | 12" | 2 | REVEAL |
| Shock Sniper Rifle | | | A | 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/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. | | | | | | |
| Go Dark | | | C | - | - | ★ |
| This Unit gains a Stealth Token. | | | | | | |
| 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. | | | | | | |
| STEALTHY: This Unit begins the game with a Stealth Token. | | | | | | |

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B3.5.2



Goliath Squad

Human Infantry Squad 3


Republic of Terra



| SIG | SPD | SCAN | TARG | DEF | CM | |
|---|-----|------|------|-------|-----|--------|
| Medium | 5" | - | 6 | 13 | 1 | |
| Actions | | | Cost | Range | ROF | Effect |
| MG (VS Infantry only) | | | A | 12" | 2 | KILL |
| Advanced Cannon | | | A | 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. | | | | | | |

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B3.5.2



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] | | | A | 10" | 1 | REVEAL |
| Cannon | | | A | 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. | | | | | | |

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
B3.5.2



Harbinger

Light Recon Vehicle


Republic of Terra



| SIG | SPD | SCAN | TARG | DEF | CM | |
|--|-----|------|------|-------|-----|--------|
| Small | 7" | 7 | 6 | 14 | 1 | |
| Actions | | | Cost | Range | ROF | Effect |
| Scanner [SCAN] | | | A | 12" | 2 | REVEAL |
| Shock Autocannon | | | A | 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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B3.5.2



Crusader

Medium Tank

Republic of Terra



| SIG | SPD | SCAN | TARG | DEF | CM | |
|--|-----|------|------|-------|-----|--------|
| Medium | 7" | - | 7 | 13 | 2 | |
| Actions | | | Cost | Range | ROF | Effect |
| Medium Cannon | | | A | 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. This may only be used by Units with a CM stat of "-". | | | | | | |

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B3.5.2



Mandible
Heavy Artillery
Republic of Terra



| SIG | SPD | SCAN | TARG | DEF | CM |
|-------|-----|------|------|-----|----|
| Large | 5" | - | 6 | 11 | - |

| Actions | Cost | Range | 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 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 | STUN |
|------------------------|----------------|---|---|-------------|

» **FIRE SUPPORT:** *

» **EXTREME RANGE:** *

» **CLUSTERED [6"]:** *

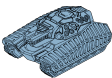
» **DEADLY [Infantry]:** This weapon's effect is **KILL** for Infantry targets.

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B3.5.2



Samson
Heavy Tank
Republic of Terra



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

| Actions | Cost | Range | ROF | Effect |
|---------|------|-------|-----|--------|
|---------|------|-------|-----|--------|

Smart Medium Cannon 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.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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