



SIG	SPD	SCAN	TARG		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 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

SIG

Medium Actions

Scanner [SCAN]

Double Cannon

Target Lock

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

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TARG

5

Cost Range Ro

12"

16"

Α

Α

(C)

Sentinel: Tagger Light Vehicle

Coalition



SIG	SPD	SCAN	TA	RG	DEF	CM
Small	8"	-	6	5	14	1
Actions			Cost	Range	ROF	Effect
Tag Canno			A	16"		STUN

[»] 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	1	ARG	DEI	- см
Medium	6"	-		6	13	2
Actions			Cost	Range	ROF	Effect
Close Medium	Cannon		A	24"	2	KILL

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

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SPD

6"



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DE	F CM	
13	3 1	
OF	Effect	
1	REVEAL	
2	KILI	

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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.

SCAN

6

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

Coalition

SIG	SPD	SCAN	TARG		DEF	СМ
Large	4"	-	6		13	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Ir	nfantry only)	A	12"	3	KILL
Smart Me	dium Can	non	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.

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 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	TA	RG	DE	F CM
Small	7"	7		6	14	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]		A	12"	2	REVEAL
Shock Aut	ocannon		Α	16"	2	STUN
		cc				

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

Forward Observe A/C

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.



Vector Squad Human Infantry Squad (3)





SIG	SPD	SCAN	TA	RG	DEF	СМ
Small	4"	-	(5	12	-
Actions		Team	Cost	Range	ROF	Effect
Rifle (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 Α 16" 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 concealed this Unit 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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SIG	SPD	SCAN		TARG	DE	F CM
Medium	6"	6		6	13	3 2
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	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 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.

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Crusader

Medium Tank

Republic of Terra



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SIG	SPD	SCAN	Т	ARG	DEF	СМ
Medium	7"	-		7	13	2
Actions			Cost	Range	ROF	Effect
Medium Cann	ion		A	24"	2	KILL

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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.



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	dium Can	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

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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