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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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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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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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 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 1.

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Spider Drone: Soldier
Robotic Infantry Squad (4)
Coalition

SIG	SPD	SCAN	TARG	DEF	CM
Small	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.

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

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Virago
Medium Vehicle
Coalition

SIG	SPD	SCAN	TARG	DEF	CM
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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GSV: Aurora
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**
Cannon	A	16"	1	**KILL**

Traits

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 to its controlling player immediately before this Unit is **Refreshed** or Destroyed.

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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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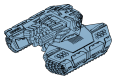
Guardian: Destroyer
Heavy Vehicle
Coalition



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 CM**s automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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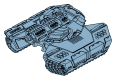
Guardian: Marksman
Heavy Vehicle
Coalition



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 CM**s 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	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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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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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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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 **Unload**ing 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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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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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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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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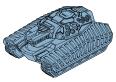
Samson

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 CM**s automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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Infantry Squad
Human Infantry Squad (3)
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	5	13	-

Actions	Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)	1-2	A	12"	1	**KILL**
RPG	3	A	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.

Traits

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

HITCH 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.

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Drone Operator Team
Human Infantry Team (1)
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	6	13	-

Actions	Cost	Range	ROF	Effect
Launch Jam Drone	A	16"	2	**JAM**

» **EXPOSED:** Units hit by this weapon do not benefit from **Concealment** until the end of this **Taskforce Activation**.

Traits

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

HITCH 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.

Notes

JAM: A Unit suffering the JAM effect becomes Jammed. A Jammed Unit may not spend **Command Points** to Boost its rolls, but may remove the Jammed status at any time by spending 1 **Command Point**. A Unit may not be Jammed more than once.

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Bandit
Light Vehicle
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	5	14	1

Actions	Cost	Range	ROF	Effect
Scanner [SCAN]	A	12"	2	**REVEAL**
MG (VS Infantry only)	A	12"	2	**KILL**
Decoy Launcher	A	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

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**.

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Technical
Light Vehicle
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	-	14	1

Actions	Cost	Range	ROF	Effect
Scanner [SCAN]	A	12"	2	**REVEAL**
Cyber Attack [SCAN]	A	16"	2	**STUN**
Position Hack [SCAN] (VS Veh. Only)	C	16"	1	★

Units hit by this attack are **Placed** within 3" of their current position by the attacker's Controlling Player. This Action can be used once per activation.

Traits

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

DECOY [Small]: For each copy of this Unit in your **Force**, the **Force** gains one Small **Decoy** Ping.

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Drone Wrangler Team
Human & Robotic Infantry Squad (3)
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	5"	-	6	13	1

Actions	Team	Cost	Range	ROF	Effect
Adv. MG (VS Infantry only)	1	A	12"	2	**KILL**
Adv. RPG	2-3	A	10"	1	**KILL**

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

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

» **ADVANCED** [CM 4+]: *

Traits

HITCH 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.

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Med Tank
Medium Vehicle
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	6	13	2

Actions	Cost	Range	ROF	Effect
Medium Cannon	A	24"	2	**KILL**

» **STABILIZER:** This weapon does not suffer Long Range penalties.

Traits

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.

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Support Tank
Medium Vehicle
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	6	13	2

Actions	Cost	Range	ROF	Effect
Double Cannon	A	16"	2	**KILL**
HMG (VS Infantry only)	A	12"	3	**KILL**

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

SHROUD AURA [4" concealment]: Friendly Units within 4" gain **Concealment**.

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Tank Hunters
Mounted Infantry Squad (2)
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	8"	-	6	14	2

Actions	Cost	Range	ROF	Effect
Smart Bombs	A	10"	1	**KILL**

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

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

MOUNTED INFANTRY: Infantry Bases in this Unit may not enter buildings.

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Heavy Tank
Heavy Vehicle
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	7"	-	6	13	3

Actions	Cost	Range	ROF	Effect
Close Support Cannon	A	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 **Concealment**. Declare all targets before resolving 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+).

Traits

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.

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