

Widow Scout

Light Vehicle

Coalition



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 Infantry only)			Α	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

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



» 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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KILL



Sentinel: Hunter

Light Vehicle

Coalition



Fusion Cannon » SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are

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Spider Drone: Infiltrator

Robotic Infantry Squad (2)

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: Solder

Robotic Infantry Squad (4)

Coalition



B3.5.2

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.



Medium Vehicle

Coalition

successful on a 5+ (instead of 3+).



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



GSV: Aurora

Ground Support Vehicle

Coalition



SIG	SPD	SCAN	TARG		DE	F CM
Medium	6"	6		5	13	3 1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	12"	1	REVEAL
Cannon			A	16"	1	KILL

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

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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SIG	SPD	SCAN	TARG		RG DEF	
Medium	6"	6		5	13	3 1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]		A	12"	1	REVEAL
Double Canno	n		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

 $\textbf{ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 and the state of the state$

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.



Guardian: Destroyer Heavy Vehicle

Coalition

SIG	SPD	SCAN	TARG		DEF	СМ
Large	4"	-	6		13	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Infantry 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+).

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.

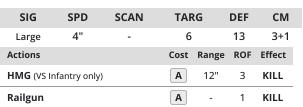
ALL TERRAIN: This Unit ignores terrain movement penalties.



Guardian: Marksman

Heavy Vehicle

Coalition



- » 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	CAN TARG		DEF	CM
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	A	16"	1	KILL
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- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this
- » ADVANCED [CM 4+]: *

Traits

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

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. B3.5.2 GENERATED: 2023-10-07 15:44:24





SIG	SPD	SCAN	-	ΓARG	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"]: 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.



Seeker Team

Human Infantry Squad (1)

Republic of Terra

SIG	SPD	SCAN	TARG		DEI	г см
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner [9	SCAN]		A	12"	2	REVEAL
Shock Sni	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.

Forward Observe

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.

A/C)

C

Go Dark

This Unit gains a Stealth Token.

Traits

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

ALL TERRAIN: This Unit ignores terrain movement penalties. STEALTHY: This Unit begins the game with a Stealth Token.

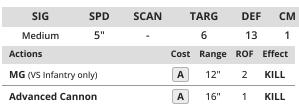
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Goliath Squad Human Infantry Squad (3)

Republic of Terra



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

ALL TERRAIN: This Unit ignores terrain movement penalties

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

B3.5.2



Hawkingan

Harbinger	
Light Recon Vehicle	
Republic of Terra	

SIG	SPD	SCAN	TARG		DEI	F 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 [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.



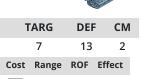
SIG

Medium Actions

Medium Cannon

Crusader Medium Tank

Republic of Terra **SPD**



2

KILL

24"

Traits

FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets that currently have zero

SCAN

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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4 STUN

SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Range	ROF	Effect
Heavy Art	illery		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.

[A]

» 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

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





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.

 $\label{lem:embedding} \textbf{EMERGENCY CM [+1]:} This Unit begins the game with 1 Emergency Countermeasure Token (indicated as +1 under CM). Emergency CMs automatically succeed and do not regenerate.$

ALL TERRAIN: This Unit ignores terrain movement penalties.

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