

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

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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.

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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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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

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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 loses 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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Spider Drone: Solder

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 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

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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.

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.

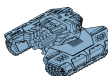
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Guardian: Destroyer

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 CMs 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

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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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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 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"]: Place any carried Units within 3". They become part of the current Taskforce and may immediately perform an action then gain an Activated Token.						
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. 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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
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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 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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
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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 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		A	-	4	STUN	
» FIRE SUPPORT: *						
» EXTREME RANGE: *						
» CLUSTERED [6"]: *						
» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.						

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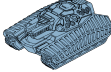
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Samson

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 CMs automatically succeed and do not regenerate.						
ALL TERRAIN: This Unit ignores terrain movement penalties.						

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