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 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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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** 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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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 concealed this Unit 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 (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 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.

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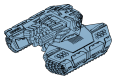
Guardian: Destroyer
Heavy Vehicle
Coalition



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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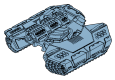
Guardian: Marksman
Heavy Vehicle
Coalition



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 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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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 concealed this Unit 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 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.

Traits

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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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.

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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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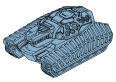
Samson

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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