



## Widow Scout

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Small	8"	7	5	14	1	
Actions		Cost	Target	Range	ROF	Effect
Scan		A	Ping	14"	3	SCAN
MG (VS Infantry only)		A	Unit	12"	2	KILL

### Deploy Drones

C

Self

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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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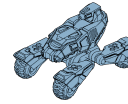
B3.2



## Sentinel: Tagger

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Small	8"	-	6	14	1	
Actions		Cost	Target	Range	ROF	Effect
Tag Cannon		A	Unit	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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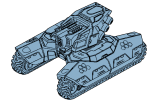
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## Virago

Medium Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	6"	-	6	13	2	
Actions		Cost	Target	Range	ROF	Effect
Medium Cannon		A	Unit	24"	2	KILL

### Traits

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

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## GSV: Phantom

Ground Support Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	6"	6	5	13	1	
Actions		Cost	Target	Range	ROF	Effect
Scan		A	Ping	12"	1	SCAN
Double Cannon		A	Unit	16"	2	KILL

### Target Lock

C

Unit

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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 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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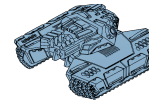
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## Guardian: Destroyer

Heavy Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Large	4"	-	6	13	3+1	
Actions		Cost	Target	Range	ROF	Effect
HMG (VS Infantry only)		A	Unit	12"	3	KILL
Smart Med. Cannon		A	Unit	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 rolls.

**HARDENED CM** [+1]: This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened CMs automatically succeed and do not regenerate.

**ALL TERRAIN:** This Unit ignores terrain movement penalties.

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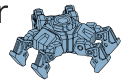
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## Spider Drone: Infiltrator

Robotic Infantry Squad 2

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
-	6"	-	6	14	-	
Actions		Cost	Target	Range	ROF	Effect
Claws		A	Unit	1"	1	KILL
» <b>SPECIALIZED:</b> +2 TARG vs Infantry targets.						
» <b>CLOSE COMBAT:</b> Ignores Concealment and short range modifiers.						

» **SPECIALIZED:** +2 TARG vs Infantry targets.

» **CLOSE COMBAT:** Ignores Concealment and short range modifiers.

### Go Dark

C

Self

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Each Infantry Base in this Unit gains a Stealth Token.

### Traits

**STEALTHY:** Each each Infantry Base in 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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Harbinger

Light Recon Vehicle

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Small	7"	7	6	14	1	
Actions		Cost	Target	Range	ROF	Effect
Scan		A	Ping	12"	2	SCAN
Shock Autocannon		A	Unit	16"	2	STUN

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

Forward Observe

A/C

Unit

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A Unit in the same Taskforce immediately resolves its activation with an action that has the **Fire Support** trait using this Unit's LOS.


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Vector Squad

Human Infantry Squad 3

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Small	4"	-	6	12	-	
Actions		Cost	Target	Range	ROF	Effect
Rifle (teams 1-2, vs inf. only)		A	Unit	12"	1	KILL
AT Charges (Teams 1-2)		A	Unit	6"	1	KILL

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

Micro Artillery (Team 3)

A

Unit

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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Courier

Medium Transport

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	6"	6	6	13	2	
Actions		Cost	Target	Range	ROF	Effect
Scan		A	Ping	10"	1	SCAN
Cannon		A	Unit	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.

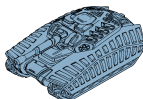
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Crusader

Medium Tank

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	7"	-	7	13	2	
Actions		Cost	Target	Range	ROF	Effect
Medium Cannon		A	Unit	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.

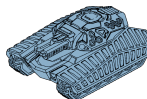
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Samson

Heavy Tank

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Large	5"	-	7	12	3+1	
Actions		Cost	Target	Range	ROF	Effect
Smart Med. Cannon		A	Unit	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.

**HARDENED CM** [+1]: This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). **Hardened CMs** automatically succeed and do not regenerate.

**ALL TERRAIN**: This Unit ignores terrain movement penalties.

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