

SPD

8'

SCAN

**TARG** 

Α 14" 3

Α 12'

**(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

CARRIER [Spider Drone: Infiltrator]: When this Unit is added to a Force

one Spider Drone: Infiltrator Unit is automatically included.

SIG

Scanner [SCAN]

**Deploy Drones** 

Traits

MG (VS Infantry only)

this Action once per game.



KILL

B3.4

DEF

14

ROF

Sentinel: Tagger Light Vehicle Coalition



-	

B3.4

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Spider Drone: Infiltrator Robotic Infantry Squad (2)

SCAN



KILL

14

СМ	SIG	SPD	SCAN	TARG	DEF	CM
1	Small	8"	-	6	14	1
Effect	Actions			Cost Ra	nge ROF	Effect
REVEAL	Tag Canno	n		A 1	6" 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.

» SPECIALIZED: +2 TARG vs Infantry targets

Coalition

SPD

6'

» CLOSE COMBAT: Ignores Concealment and short range modifiers (c)

TARG

6

Α

This Unit gains a Stealth Token.

Traits

SIG

Actions

Claws

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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Sentinel: Hunter

Light Vehicle Coalition

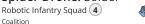
SIG	SPD	SCAN	TARG	i 1	DEF	СМ
Small	8"	-	6		14	1
Actions			Cost	Range	ROF	Effect
Fusion Car	non		Δ	8"	1	KILI

» 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: Solder





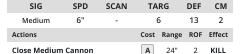
- » SPECIALIZED: +2 TARG vs Infantry targets.
- » CLOSE COMBAT: Ignores Concealment and short range modifiers

### Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.



Coalition



» 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		DEF	CM
Medium	6"	6	5		13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	12"	1	REVEAL
Cannon			Α	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 to its controlling player immediately before this Unit is Refreshed or Destroyed.

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# **GSV:** Phantom **Ground Support Vehicle**



	SIG	SPD	SCAN	TA	\RG	DEF	CM
	Medium	6"	6		5	13	1
A	ctions			Cost	Range	ROF	Effect
So	anner [SCAN]			Α	12"	1	REVEAL
D	ouble Cannon			Α	16"	2	KILL
Tá	arget Lock			C	-	-	*
0.	lect an enemy I	Init in I (	C It cuffore -	DEE	ntil the o	nd of t	hic

Taskforce Activation. A Unit can only be Target Locked once. This action can be used once per activation.

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.



## Guardian: Destrover

Heavy Vehicle Coalition

SIG	SPD	SCAN	TARG	DI	EF	CM
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS In	fantry only)		Α	12"	3	KILL
Smart Me	dium Can	non	Α	24"	2	KILL

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

SENTRY: This Unit gains +1 to reaction priority 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.



### Guardian: Marksman

Heavy Vehicle

SIG	SPD	SCAN	TARG	D	EF	СМ
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Ir	nfantry only)		Α	12"	3	KILL
Railgun			Α	-	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.

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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## **Vector Squad**

Human Infantry Squad 3 Republic of Terra



SIG	SPD	SCA	N	TAR	G I	DEF	CM
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)			1-2	Α	12"	1	KILL
AT Charges (VS Vehicles only)			1-2	Α	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

A 16" Micro Artillery 3 1 KILL » INFANTRY NETWORK: Attacks from this weapon can use the LOS of

- Infantry Teams in this Unit.
- » ADVANCED [CM 4+1:
- » TAKE UP: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 3" may be killed instead.

### 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	TAR	TARG		СМ
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
Shock Snip	er 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/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.

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.

SIG

Medium 5" 6 13 ROF MG (VS Infantry only) Α 12" 2 KILL Α 16' KILL **Advanced Cannon** 

**SCAN** 

**TARG** 

**Goliath Squad** 

SPD

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.

B3.4



## 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]			Α	10"	1	REVEAL
Cannon			Α	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  $% \left( 1\right) =\left( 1\right) \left( 1\right)$ eligible

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



## Harbinger

Light Recon Vehicle Republic of Terra



B3.4

SIG	SPD	SCAN	TARG		DFF	СМ
310	310	JCAN	IAN	TAKG		CIVI
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
Shock Aut	ocannon		Α	16"	2	STUN
DEADLY	Company A. Their		A CONTEST	£ T £		

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

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.



# Crusader

Medium Tank Republic of Terra



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Cannon			<b>A</b>	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	СМ
Large	5"	-	6	11	-
Actions			Cost Rang	e 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.
- » 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** 

STUN

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



## Sam

Heavy

12011	A187
/ Tank	
ic of Terra	A. C.

SIG	SPD	SCAN	TARG	DI	F	СМ
Large	5"	-	7	1.	2	3+1
Actions			Cost	Range	ROF	Effect
Smart Med	dium Can	non	Α	24"	2	KILL

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

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.



## **Infantry Squad**

Human Infantry Squad 4

	SIG	SPD	SCA	N	TAR	G I	DEF	CM
	Small	4"	7		5		13	-
1	Actions			Team	Cost	Range	ROF	Effect
1	<b>Rifle</b> (VS Infa	intry only)		1-3	Α	12"	1	KILL
_	Adv. RPG			4	Α	10"	2	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.
- » TAKE UP: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 3" may be killed instead.

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 in this Taskforce with the Transport trait that was Revealed in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties

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SIG	SPD	SCAN	TARG		DEF	СМ
Small	8"	7	-		14	1
Actions			Cost	Range	ROF	Effect
Scanner [5	SCAN]		A	12"	2	REVEAL
MG (VS Infa	intry only)		Α	12"	2	KILL
Traits						

SCRAMBLE AURA [6", COST: C , Refresh phase]: While within 6" and LOS of this Unit, enemy Units suffer -2 TARG and enemy Pings may not be Revealed. This Unit gains the Command Point Token spent to indicate this ability is active. It is returned to its controlling player  $% \left\{ 1,2,\ldots,n\right\}$ immediately before this Unit is Refreshed or Destroyed.

 $\ensuremath{\mathsf{TRANSPORT:}}$  This Unit may be targeted by the Hitch Hiker trait once per Taskforce Activation.

**DECOY** [Small]: When this Unit is added to your Force, the Force gains one Small Decoy Ping.



SIG	SPD	SCAN	TARG		DEF	СМ
Small	8"	7	-		14	1
Actions			Cost	Range	ROF	Effect
Scanner [9	CAN]		A	12"	2	REVEAL
Cyber Atta	Α	16"	2	STUN		
Position H	(c)	16"	1	*		

Units hit by this attack are Placed within 3" of their current position by the attacker's Controlling Player. This Action may only be performed once per Unit Activation.

### Traits

TRANSPORT: This Unit may be targeted by the Hitch Hiker trait once

Light Vehicle Free Union

SIG	SPD	SCAN	TARG		DEF	СМ
Small	8"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [9	CAN]		A	12"	2	REVEAL
CM Hack [	SCAN]		C	16"	2	*

Units hit by this weapon resolve a CM check for each CM (nonhardened) it has and removes a CM for each failed check. This Action may only be performed once per Unit Activation.

Adv. MG (VS Infantry only)

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

 $\textbf{TRANSPORT:} \ This \ Unit \ may \ be \ targeted \ by \ the \ Hitch \ Hiker \ trait \ once$ per Taskforce Activation.

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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 Inf	antry only)	1	Α	12"	2	KILL
	_					

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

KILL

» ADVANCED ICM 4+1: \*

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

HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit in this Taskforce with the Transport trait that was Revealed in a previous  $\operatorname{Turn}$ 

ALL TERRAIN: This Unit ignores terrain movement penalties.

## Med Tank

Medium Vehicle Free Union

	SIG	SPD	SCAN	TARG		DEF	CM
	Medium	7"	-	6		13	2
Ac	tions			Cost	Range	ROF	Effect
М	edium Canno	on		Α	24"	2	KILL
T							

HIT AND RUN [2" Place]: After this Unit resolves a combat action it may

ALL TERRAIN: This Unit ignores terrain movement penalties.



### Support Tank Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	5		13	2
Actions			Cost	Range	ROF	Effect
Hunter Kill	er Drone		Δ	16"	3	KILI

» TARGET ANALYSIS: This Action gains +3 TARG against Units hit by a REVEAL effect while already Revealed during this Taskforce Activation.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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### Tank Hunters

Mounted Infantry Squad (3)

SIG SPD SCAN **TARG** DEF СМ Large 8' 6 14 2 Actions Cost Range ROF Effect A

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

ALL TERRAIN: This Unit ignores terrain movement penalties. MOUNTED INFANTRY: Infantry Bases in this Unit may not enter buildings.



**Tortoise** Heavy Vehicle

SIG	SPD	SCAN	TARG		DEF	CM
Large	7"	-	6		13	4
Actions			Cost	Range	ROF	Effect
Double Ca	nnon		A	16"	2	KILL
HMG (VS In	fantry only)		Α	12"	3	KILL
Traits						

DEFENDER AURA [4", COST: C , Refresh phase]: Friendly Units within 4"and LOS can spend this Unit's Countermeasure Tokens. 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.