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)		12"	2	**KILL**

Deploy Drones - - ★

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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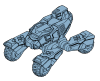
Sentinel: Tagger

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1

Actions	Cost	Range	ROF	Effect
Tag Cannon		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.

GENERATED: 2023-05-31 16:16:40 B3.5.1

Sentinel: Hunter

Light Vehicle

Coalition

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1

Actions	Cost	Range	ROF	Effect
Fusion Cannon		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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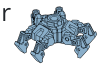
Spider Drone: Infiltrator

Robotic Infantry Squad 2

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
-	6"	-	6	14	-

Actions	Cost	Range	ROF	Effect
Claws		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		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		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		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 to its controlling player 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		16"	2	**KILL**

Target Lock - - ★

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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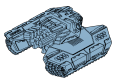
Guardian: Destroyer

Heavy Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1

Actions	Cost	Range	ROF	Effect
HMG (VS Infantry only)		12"	3	**KILL**
Smart Medium Cannon		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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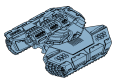
Guardian: Marksman

Heavy Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1

Actions	Cost	Range	ROF	Effect
HMG (VS Infantry only)		12"	3	**KILL**
Railgun		-	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		12"	1	KILL
AT Charges (VS Vehicles only)	1-2		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		16"	1	KILL

» **INFANTRY NETWORK:** Attacks from this weapon can use the LOS of Infantry Teams in this Unit.

» **ADVANCED** [CM 4+]: *

» **TAKE UP:** When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 1" may be killed instead.

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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B3.5.1

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		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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B3.5.1

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)		12"	2	KILL
Advanced Cannon		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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B3.5.1

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		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 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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B3.5.1

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		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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B3.5.1

Crusader

Medium Tank

Republic of Terra

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	7	13	2

Actions	Cost	Range	ROF	Effect
Medium Cannon		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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B3.5.1

Mandible

Heavy Artillery

Republic of Terra

SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-

Actions	Cost	Range	ROF	Effect
Heavy Artillery		-	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		-	4	STUN

» **FIRE SUPPORT:** *

» **EXTREME RANGE:** *

» **CLUSTERED** [6"]: *

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

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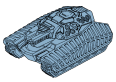
B3.5.1

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		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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B3.5.1

Infantry Squad

Human Infantry Squad (3)

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	5	13	-

Actions	Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)	1-2		12"	1	KILL
RPG	3		10"	2	KILL

» **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 1" may be killed instead.

Traits

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 Taxi trait that was Revealed in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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B3.5.1

Jam Drone Team

Human Infantry Team (1)

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	5	13	-

Actions	Cost	Range	ROF	Effect
Launch Jam Drone		16"	2	**JAM**

Traits

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 **Taxi** trait that was **Revealed** in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties.

Notes

JAM: A Unit suffering the JAM effect becomes Jammed. A Jammed Unit may not spend **Command Points** to Boost its rolls, but may remove the Jammed status at any time by spending 1 **Command Point**. A Unit may not be Jammed more than once.

Scrambler

Light Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	6	14	1

Actions	Cost	Range	ROF	Effect
Scanner [SCAN]	A	12"	2	**REVEAL**
MG (VS Infantry only)		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 immediately before this Unit is **Refreshed** or Destroyed.

TAXI: 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.

Technical

Light Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	-	14	1

Actions	Cost	Range	ROF	Effect
Scanner [SCAN]	A	12"	2	**REVEAL**
Cyber Attack [SCAN]		16"	2	**STUN**
Position Hack [SCAN] (VS Veh. Only)		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

TAXI: This Unit may be targeted by the **Hitch Hiker** trait once per **Taskforce Activation**.

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 Infantry only)	1		12"	2	**KILL**
» **ADVANCED [**CM 4+**]:** Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).					
Adv. RPG	2-3		10"	1	**KILL**
» **ADVANCED [**CM 4+**]:** *					
» **CLOSE AND PERSONAL [**+1 TARG**]:** This Action gains an additional +1 TARG against targets within short range.					

Traits

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 **Taxi** trait that was **Revealed** in a previous 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

Actions	Cost	Range	ROF	Effect
Medium Cannon		24"	2	**KILL**

Traits

HIT AND RUN [2" Place**]:** After this Unit resolves a combat action it may be **Placed** within 2".

ALL TERRAIN: This Unit ignores terrain movement penalties.

Support Tank

Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	6	6	13	2

Actions	Cost	Range	ROF	Effect
Double Cannon		16"	2	**KILL**
CM Hack [SCAN]		16"	2	★

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

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

Tank Hunters

Mounted Infantry Squad (3)

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	8"	-	6	14	2

Actions	Cost	Range	ROF	Effect
Smart Bombs		10"	1	**KILL**
» **SMART [**CM 5+**]:** Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).				

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

MOUNTED INFANTRY: Infantry Bases in this Unit may not enter buildings.

Heavy Tank

Heavy Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	7"	-	6	13	3

Actions	Cost	Range	ROF	Effect
Close Support Cannon		16"	3	**KILL**
» **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.				
» **SMART SHRAPNEL:** Units targeted by this weapon do not benefit from **Concealment**.				
» **ADVANCED [**CM 4+**]:** Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).				

Traits

RESILIENT: When this Unit suffers a **KILL** effect, when not already Stunned, it suffers a **STUN** effect instead.

ALL TERRAIN: This Unit ignores terrain movement penalties.

Tortoise

Heavy Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	7"	-	6	13	4

Actions	Cost	Range	ROF	Effect
Double Cannon		16"	2	**KILL**
HMG (VS Infantry only)		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.