

**SPD** 

8"



| G     | DEI | г см   |
|-------|-----|--------|
|       | 14  | 1      |
| Range | ROF | Effect |
| 14"   | 3   | REVEAL |

KILL

 $\star$ 

2

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.

**SCAN** 

7

#### Traits

SIG

Small Actions

Scanner [SCAN]

**Deploy Drones** 

MG (VS Infantry only)

**CARRIER** [Spider Drone: Infiltrator]: When this Unit is added to a Force one Spider Drone: Infiltrator Unit is automatically included.

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**TARG** 

5

12"

Cost Ran

Α

(C)



# Sentinel: Tagger Light Vehicle

Coalition



| SIG       | SPD | SCAN | TARG         | DEF | СМ     |
|-----------|-----|------|--------------|-----|--------|
| Small     | 8"  | -    | 6            | 14  | 1      |
| Actions   |     |      | Cost Range   | ROF | Effect |
| Tag Canno | n   |      | <b>A</b> 16" | 2   | STUN   |

<sup>»</sup> TAGGED: Units hit by this weapon suffer -2 DEF until the end of this Taskforce Activation.
A Unit can only be Tagged once.





| SIG          | SPD    | SCAN | 1    | ARG   | DEI | - см   |
|--------------|--------|------|------|-------|-----|--------|
| 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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| SIG           | SPD | SCAN | •    | TARG  | DI  | F CM   |
|---------------|-----|------|------|-------|-----|--------|
| Medium        | 6"  | 6    |      | 5     | 1   | 3 1    |
| Actions       |     |      | Cost | Range | ROF | Effect |
| Scanner [SCAN | ]   |      | A    | 12"   | 1   | REVEAL |
| Double Canno  | n   |      | 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.



## **Guardian:** Destroyer

Heavy Vehicle

Coalition



» 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.

 $\label{prop:market} \textbf{HARDENED CM [+1]:} This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened CMs automatically succeed and do not regenerate.$ 

ALL TERRAIN: This Unit ignores terrain movement penalties.



## **Spider Drone:** Infiltrator

Robotic Infantry Squad (2)

Coalition



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» SPECIALIZED: +2 TARG vs Infantry targets.

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

## Go Dark

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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| SIG       | SPD     | SCAN | TA   | RG    | DEI | F СМ   |
|-----------|---------|------|------|-------|-----|--------|
| Small     | 7"      | 7    |      | 6     | 14  | 1      |
| Actions   |         |      | Cost | Range | ROF | Effect |
| Scanner [ | SCAN]   |      | A    | 12"   | 2   | REVEAL |
| Shock Aut | ocannon |      | Α    | 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.



## **Vector Squad** Human Infantry Squad (3)





| SIG          | SPD             | SCAN | TA   | RG    | DEF | CM     |
|--------------|-----------------|------|------|-------|-----|--------|
| Small        | 4"              | -    | (    | 5     | 12  | -      |
| Actions      |                 | Team | Cost | Range | ROF | Effect |
| Rifle (VS In | fantry only)    | 1-2  | A    | 12"   | 1   | KILL   |
| AT Charge    | es (VS Vehicles | 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 Α 16" 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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| SIG            | SPD | SCAN |      | TARG  | DE  | F CM   |
|----------------|-----|------|------|-------|-----|--------|
| Medium         | 6"  | 6    |      | 6     | 13  | 3 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.

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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| SIG         | SPD | SCAN | Т    | ARG   | DEI | - см   |
|-------------|-----|------|------|-------|-----|--------|
| Medium      | 7"  | -    |      | 7     | 13  | 2      |
| Actions     |     |      | Cost | Range | ROF | Effect |
| Medium Cann | on  |      | A    | 24"   | 2   | KILL   |

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### 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.



## Samson

Heavy Tank

|       | ,      |       |
|-------|--------|-------|
| Repub | lic of | Terra |

| SIG      | SPD      | SCAN | TAF  | RG    | DEF | СМ     |
|----------|----------|------|------|-------|-----|--------|
| Large    | 5"       | -    | 7    |       | 12  | 3+1    |
| Actions  |          |      | Cost | Range | ROF | Effect |
| Smart Me | dium Can | non  | Α    | 24"   | 2   | KILL   |

»  ${\tt SMART}$  [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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