



	Sentinel:	Tagger
	Light Vehicle	
* *	Coalition	

SPD

8"

**SCAN** 

A Unit 16"

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

TARG

6

Cost Target Range

SIG

Small

**Tag Cannon** 



14

ROF Effect

2 STUN





against targets within short range.



SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	-	6		13	2
Actions		Cost	Target	Range	ROF	Effect
Medium Cann	ion	Α	Unit	24"	2	KILL
Traits						

CLOSE AND PERSONAL [+1 TARG]: This Unit gains an additional +1 TARG

SIG	SPD	SCAN	TAR	G I	DEF	СМ
Small	8"	7	5		14	1
Actions		Cost	Target	Range	ROF	Effect
Scan		Α	Ping	14"	3	SCAN
MG (VS Infa	ntry only)	Α	Unit	12"	2	KILL
Deploy Dr	ones	C	Self	-	-	*

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

# Traits

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

this Action once per game.

TARG

5

12'

Ping

DEF

13

ROF Effect

2

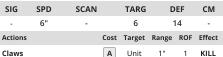
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Spider Drone: Infiltrator Robotic Infantry Squad 2

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» SPECIALIZED: +2 TARG vs Infantry targets.

» CLOSE COMBAT: Ignores Concealment and short range modifiers

Go Dark (c) Self Each Infantry Base in this Unit gains a Stealth Token.

STEALTHY: Each each Infantry Base in this Unit begins the game with a

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.

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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SCAN

6

Cost

Α

Α

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

**GSV:** Phantom

SPD

Coalition

action can be used once per activation.

SIG

Medium

**Double Cannon** 

**Target Lock** 

Scan

**Ground Support Vehicle** 

B3.2

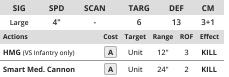
CM

SCAN

KILL

**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+).

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.

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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SIG	SPD	SCAN	TARG		DEF	СМ
Small	7"	7	6		14	1
Actions		Cost	Target	Range	ROF	Effect
Scan		Α	Ping	12"	2	SCAN
Shock Aut	ocannon	Α	Unit	16"	2	STUN
» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets						

A/C Unit **Forward Observe** A Unit in the same Taskforce immediately resolves its activation with

an action that has the Fire Support trait using this Unit's LOS.



SPD

4"

Rifle (teams 1-2, vs inf. only)

AT Charges (Teams 1-2)

Human Infantry Squad 3 Republic of Man

SCAN

TARG

6

12" 1

6"

Target

Unit



12 ROF



СМ	
-	
Effect	A
KILL	Se
KILL	C

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

A Unit

Micro Artillery (Team 3) A Unit 16"

- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this Unit.
- » ADVANCED [CM 4+]: \*

# Traits

SIG

ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.

 $\label{eq:all terrain} \textbf{ALL TERRAIN:} \ \text{This Unit ignores terrain movement penalties}.$ 

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 Man



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		Α	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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B3.2

SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions		Cost	Target	Range	ROF	Effect
Medium Canno	on	A	Unit	24"	2	KILL

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FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets

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 $\label{eq:defend} \begin{tabular}{ll} \textbf{DEFEND [Infantry, 4"]: } Infantry within 4" can spend this Unit's \\ Countermeasure Tokens. \\ \end{tabular}$ 



# Samson



B3.2

B3.2

SIG	SPD	SCAN	TARG	D	EF	СМ	
Large	5"	-	7	1	2	3+1	
Actions		Cost	Target	Range	ROF	Effect	
Smart Med. Cannon		A	Unit	24"	2	KILL	

# Traits

PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.  $\mbox{{\bf HARDENED}}$   $\mbox{{\bf CM}}$  [+1]: This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened CMs automatically succeed and do not regenerate.

 $\label{eq:all terrain} \textbf{ALL TERRAIN:} \ \text{This Unit ignores terrain movement penalties}.$ 

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