

SPD

8'

SCAN

**TARG** 

5

Α 14"

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

one Spider Drone: Infiltrator Unit is also included.

SIG

Scanner [SCAN]

**Deploy Drones** 

Traits

MG (VS Infantry only)

this Action once per game.



3 REVEAL

KILL

14

Sentinel: Tagger Light Vehicle Coalition





Spider Drone: Infiltrator Robotic Infantry Squad (2) Coalition

SCAN



KILL

SIG	SPD	SCAN	TAR	G	DEF	CM
Small	8"	-	6		14	1
Actions			Cost	Range	ROF	Effect
Tag Cannon			Α	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.

» SPECIALIZED: +2 TARG vs Infantry targets

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

TARG

6

Cost

Α

(c)

SIG

Actions

Claws

SPD

6'

STEALTHY: This Unit begins the game with a Stealth Token.

It is automatically included with a Widow Scout Unit.

14

B3.5.2 GENERATED: 2023-11-27 10:55:04 This Unit gains a Stealth Token.

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

Sentinel: Hunter Light Vehicle Coalition



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SIG	SPD	SCAN	TAR	<b>3</b>	DEF	CM	
Small	8"	-	6		14	1	
Actions			Cost	Range	ROF	Effect	
Fusion (	Cannon		Α	8"	1	KILL	

» 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. PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force.

Notes

Traits

STEALTH TOKEN: A Unit with a Stealth Token can only be targeted by enemy Actions with a REVEAL effect. A Unit looses the token when it performs a Combat Action or it suffers a REVEAL effect 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

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# Spider Drone: Solder

Robotic Infantry Squad 4 Coalition



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SIG	SPD	SCAN	TARG	DEF	СМ
Small	6"	-	6	14	-
Actions			Cost Ra	nge ROF	Effect
Claws			A 1	" 1	KILL

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

ALL TERRAIN: This Unit ignores terrain movement penalties.



Medium Vehicle Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	-	6	13	2
Actions			Cost Rang	e 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.



## **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 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**



SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	5		13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	12"	1	REVEAL
Double Cannon	1		A	16"	2	KILL
Target Lock			0	-		+

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.

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.



# Guardian: Destrover



SIG	SPD	SCAN	TARG	DI	EF	CM	
Large	4"	-	6	1	3	3+1	
Actions			Cost	Range	ROF	Effect	
HMG (VS	Infantry only)		A	12"	3	KILL	
Smart M	edium Canı	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.

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.



## Guardian: Marksman

Heavy Vehicle

Coalition



SIG	SPD	SCAN	TARG	D	DEF	
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS In	ifantry only)		A	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.

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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# Vector Squad

Human Infantry Squad (3) Republic of Terra



SIG	SPD	SCA	N	TAR	G	DEF	СМ
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

Micro Artillery		3	<b>A</b>	16"	1	KILL

- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this Unit.
- » ADVANCED [CM 4+1:

## 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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## Seeker Team

Human Infantry Squad 1 Republic of Terra

Shock Snij	oer Rifle		Α	24"	2	STUN	
Scanner [S	CAN]		A	12"	2	REVEAL	
Actions			Cost	Range	ROF	Effect	
Small	4"	7	7		12	-	
SIG	SPD	SCAN	TARG		DEF	CM	

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

A Unit in the same Taskforce immediately resolves its Unit 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 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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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"); 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. Units that forfeited their movement in the movement phase or their Action Point are eligible. This Unit cannot perform a Load and an Unload Action in the same Activation.

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens. This may only be used by Units with a CM

**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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## Harbinger



SIG	SPD	SCAN	TAR	TARG		CM
Small	7"	7	6	6		1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	12"	2	REVEAL
Shock Autocannon			Α	16"	2	STUN

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

A Unit in the same Taskforce immediately resolves its Unit 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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# Crusader

Medium Tank Republic of Terra

**Goliath Squad** 

Republic of Terra

SPD

5"

SIG

Medium

MG (VS Infantry only)

**Advanced Cannon** 

Human Infantry Squad 3

**SCAN** 

» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this

PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.

weapon's effect are successful on a 4+ (instead of 3+)

ALL TERRAIN: This Unit ignores terrain movement penalties.

**TARG** 

6

Α 12" 2 KILL

Α 16' 1 KILL



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions			Cost Range		ROF	Effect
Medium Cannon			Α	24"	2	KILL
Traits						

FINISHER I+1 TARG vs zero CMI: 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

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## Mandible Heavy Artillery

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
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 targets within 3" of this point may be targeted. Use the selected point as the attack's origin for determining Concealment. Declare all targets before resolving attacks.

**Shock Artillery** 



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



# Samson

Heavy Tank Republic of Terra



**Smart Medium Cannon** Α » 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.

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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13 ROF



SIG	SPD	SCAN	TAR	G I	DEF	СМ
Small	4"	-	5		13	-
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS In:	1-2	Α	12"	1	KILL	
RPG		3	Α	10"	2	KILL
» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1						al +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.

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 with the Taxi trait that is not in this Taskforce.

ALL TERRAIN: This Unit ignores terrain movement penalties.

# **Drone Operator Team** Human Infantry Team 1

Free Union

SIG	SPD	SCAN	TAR	3 I	DEF	CM
Small	4"	-	6		13	-
Actions			Cost	Range	ROF	Effect
Launch Jar	n Drone		A	16"	2	JAM

» EXPOSED: Units hit by this weapon do not benefit from Concealment until the end of this Taskforce Activation.

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 with the Taxi trait that is not in this Taskforce.

ALL TERRAIN: This Unit ignores terrain movement penalties

IAM: A Unit suffering the IAM 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.

Bandit Light Vehicle Free Union

SIG	SPD	SCAN	TARG		DEF	CM
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
MG (VS Infa	ntry only)		Α	12"	2	KILL
Decoy Lau	ncher		Α	12"	2	STUN

» CM MAGNET: Units hit by this weapon must attempt to negate the effect if possible with CM until it has no CM left or it has negated the effect. Excluding Emergency CM.

 $\textbf{OBSCURED:} \ When \ this \ Unit \ is \ the \ target \ of \ an \ Action \ outside \ of \ short$ range (6") it gains +1 DEF.

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

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SIG SPD SCAN TARG DFF CM Small 8' 14 Range Actions ROF Effect 12' 2 REVEAL Scanner [SCAN] Α Cyber Attack [SCAN] Α STUN

**(c)** Position Hack [SCAN] (VS Veh. Only) Units hit by this attack are Placed within 3" of their current position by the attacker's Controlling Player. This Action can be used once per activation.

## Traits

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

DECOY [Small]: For each copy of this Unit in your Force, the Force gains one Small Decoy Ping.



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## Drone Wrangler Team

Human & Robotic Infantry Squad 3 Free Union

SIG	SPD	SCAN	TARG		DEF	СМ
Medium	5"	-	6		13	1
Actions		Team	Cost	Range	ROF	Effect
Adv. MG (VS Infantry only)		1	<b>A</b>	12"	2	KILL

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

2-3

- » CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1  $\,$ TARG against targets within short range.
- » ADVANCED ICM 4+1: \*

HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit with the Taxi trait that is not in this

ALL TERRAIN: This Unit ignores terrain movement penalties



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	6		13	2
Actions			Cost Range		ROF	Effect
Medium Cann	on		Α	24"	2	KILL

» STABILIZER: This weapon does not suffer Long Range penalties.

HIT AND RUN [2" Placel: After this Unit resolves a combat action it may be Placed within 2"

ALL TERRAIN: This Unit ignores terrain movement penalties.

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SIG	SPD	SCAN	TARG		DEF	СМ
Medium	7"	-	6		13	2
Actions			Cost	Range	ROF	Effect
Double Canno	n		Α	16"	2	KILL
HMG (VS Infanti	ry only)		Α	12"	3	KILL
Traits						

ALL TERRAIN: This Unit ignores terrain movement penalties. SHROUD AURA [4" concealment]: Friendly Units within 4" gain Concealment



## Tank Hunters

Mounted Infantry Squad (2)

SIG	SPD	SCAN	TARG	DEF	СМ
Large	8"	-	6	14	2
Actions			Cost Rar	nge ROF	Effect
Smart Bon	nbs		A 10	)" 1	KILL

» 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



## **Heavy Tank**

Heavy Vehicle

310	310	SCAN	IAKG		DLF	CIVI	
Large	7"	-	6		13	3	
Actions			Cost	Range	ROF	Effect	
Close Supp	ort Canno	on	Α	16"	3	KILL	

- » CLUSTERED [3"]; Before resolving this Action, select a point within range and LOS. Only targets within 3" of this point may be targeted. Use the selected point as the attack's origin for determining Concealment, Declare all targets before resolving attacks.
- » SEEKER ROUNDS: This weapon ignores Concealment.
- » ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).

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.

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