





SPD

8"

SIG

Tag Cannon



2 STUN

14





SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	-	6	5	13	2
Actions			Cost	Range	ROF	Effect
Close Medium	Cannon		Α	24"	2	KILL

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

SIG	SPD	SCAN	TAR	.G	DEF	СМ
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]		A	14"	3	REVEAL
MG (VS Infa	antry only)		Α	12"	2	KILL
Deploy Dr	ones		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 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.

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

SCAN

TARG

6

Cost Range ROF Effect

[A] 16"

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GSV: Phantom **Ground Support Vehicle** Coalition



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

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.



Guardian: Destroyer

Heavy Vehicle Coalition



	SIG	SPD	SCAN	TARG	D	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.

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.



Spider Drone: Infiltrator

Robotic Infantry Squad 2 Coalition



» SPECIALIZED: +2 TARG vs Infantry targets

» CLOSE COMBAT: Ignores Concealment and short range modifiers

(C)

Go Dark

This Unit gains a Stealth Token.

 $\textbf{STEALTHY:} \ This \ Unit begins \ the \ game \ with \ a \ \textbf{Stealth} \ \textbf{Token}.$

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

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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	TAR	G	DEF	CM
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		Α	12"	2	REVEAL
Shock Aut	ocannon		Α	16"	2	STUN

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

A/C **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. This action can be used once per activation.



Human Infantry Squad 3 Republic of Terra



	Republic of To	erra					-
SIG	SPD	SCA	N	TAR	G	DEF	CM
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Ir	nfantry only)		1-2	A	12"	1	KILL
AT Charg	es (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

- » 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.

TRANSPORT [Small SIG Infantry]: This Unit may be designated the

dedicated transport of a small SIG Infantry Unit from your force with

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the Mechanized trait.

Courier

SIG

Medium

Scanner [SCAN]

Actions

Cannon

eligible.

Traits

Republic of Terra

SPD

6"

Load and an Unload action in the same activation.

SCAN

UNLOAD [Free Action, 3"]: Place any carried Units within 3". They may immediately perform a move or action. This Unit cannot perform a

transport up to its max capacity. Units must forfeit a move or action are

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

LOAD [Free Action, 3"]: Place any eligible Units within 3" in this

TARG

6

16'

Α 10" 1 REVEAL

Α

13

ROF

KILL

Medium Transport

Crusader Medium Tank

Republic of Terra



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

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

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Samson

Heavy Tank Republic of Terra



SIG	SPD	SCAN	TARG	DI	EF	CM
Large	5"	-	7	1	2	3+1
Actions			Cost	Range	ROF	Effect
Smart Medi	um Canno	on	A	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. 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.

 $\begin{tabular}{ll} \textbf{ALL TERRAIN:} This Unit ignores terrain movement penalties. \end{tabular}$

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