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)		A	12"	2	KILL
Deploy Drones		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 also included.

Sentinel: Tagger
Light Vehicle
Coalition

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

Actions		Cost	Range	ROF	Effect
Tag Cannon		A	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.

Sentinel: Hunter
Light Vehicle
Coalition

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

Actions		Cost	Range	ROF	Effect
Fusion Cannon		A	8"	1	KILL

» SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).

Spider Drone: Infiltrator
Robotic Infantry Squad ②
Coalition

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

Actions		Cost	Range	ROF	Effect
Claws		A	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** 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 1.


Spider Drone: Solder
Robotic Infantry Squad ④
Coalition

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

Actions		Cost	Range	ROF	Effect
Claws		A	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.

Virago
Medium Vehicle
Coalition

SIG	SPD	SCAN	TARG	DEF	CM
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.

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		A	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.

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		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 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	DEF	CM
Large	4"	-	6	13	3+1

Actions		Cost	Range	ROF	Effect
HMG (VS Infantry only)		A	12"	3	KILL
Smart Medium Cannon		A	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 CMs automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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)		A	12"	3	KILL
Railgun		A	-	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.

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	A	12"	1	KILL
AT Charges (VS Vehicles only)	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 | A | 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.

GENERATED: 2023-06-03 11:53:55   B3.5.2

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	A	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 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.

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.

GENERATED: 2023-06-03 11:53:55   B3.5.2

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)	A	12"	2	KILL
Advanced Cannon	A	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.

GENERATED: 2023-06-03 11:53:55   B3.5.2

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	A	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.

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.

GENERATED: 2023-06-03 11:53:55   B3.5.2

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	A	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 Unit Activation with an Action that has the Fire Support trait using this Unit's LOS. This Action can be used once per activation.

GENERATED: 2023-06-03 11:53:55   B3.5.2

Crusader
Medium Tank
Republic of Terra

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

Actions	Cost	Range	ROF	Effect
Medium Cannon	A	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 "-".

GENERATED: 2023-06-03 11:53:55   B3.5.2

Mandible
Heavy Artillery
Republic of Terra

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

Actions	Cost	Range	ROF	Effect
Heavy Artillery	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 | A | - | 4 | STUN |

» FIRE SUPPORT: *

» EXTREME RANGE: *

» CLUSTERED [6"]: *

» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.
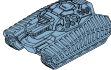
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Samson
Heavy Tank
Republic of Terra

SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1

Actions	Cost	Range	ROF	Effect
Smart Medium Cannon	A	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.

GENERATED: 2023-06-03 11:53:55   B3.5.2

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	A	12"	1	KILL
RPG	3	A	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.

GENERATED: 2023-06-03 11:53:55   B3.5.2

Drone Operator Team
Human Infantry Team (1)
Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	6	13	-

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

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

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)		A	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 in the Reveal Phase. 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.

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]		A	16"	2	STUN
Position Hack [SCAN] (VS Veh. Only)		C	16"	1	★

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]: When this Unit is added to your Force, the Force gains one Small Decoy Ping.

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		A	12"	2	KILL

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

Actions	Team		Cost	Range	ROF	Effect
Adv. RPG	2-3		A	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		A	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		A	16"	2	KILL
CM Hack [SCAN]		A/C	16"	2	★

Units hit by this weapon resolve a CM check for each CM (not Emergency CM) it has and removes a CM for each failed check. Multi-Base Units must resolve checks for each Infantry Base separately. This Action can be used once per activation.

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

Tank Hunters
Mounted Infantry Squad (2)
Free Union

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

Actions		Cost	Range	ROF	Effect
Smart Bombs		A	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		A	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+).

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.