

Light Vehicle Coalition



SIG	SPD	SCAN	TAR	TARG		СМ
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scan			A	14"	3	SCAN
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 automatically included



Coalition



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

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## Sentinel: Hunter

Light Vehicle

Coalition

SIG	SPD	SCAN	TARG		DEF	CM
Small	8"	-	6		14	1
Actions			Cost	Range	ROF	Effect
Fusion Car	non		Α	8"	1	KILL

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

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PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force. It is automatically included with a Widow Scout Unit.

Notes

SIG

Actions

Claws

Traits

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

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

**Spider Drone:** Infiltrator

**TARG** 

6

Α

(c)

14

1 KILL

Robotic Infantry Squad (2)

SCAN

» CLOSE COMBAT: Ignores Concealment and short range modifiers

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

Each Infantry Base in this Unit gains a Stealth Token.

ALL TERRAIN: This Unit ignores terrain movement penalties

SPD

6"

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## Spider Drone: Solder

Robotic Infantry Squad 4 Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	6"	-	6	14	-
Actions			Cost R	tange ROF	Effect
Claws			Α	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

SPD	SCAN	TARG		DEF	CM
6"	-	6		13	2
		Cost	Range	ROF	Effect
on		Α	24"	2	KILL
	6"	6" -	6" - Cost	6" - 6  Cost Range	6" - 6 13  Cost Range ROF

CLOSE AND PERSONAL [+1 TARG]: This Unit 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
Scan			Α	12"	1	SCAN
Cannon			A	16"	1	KILL

#### Traits

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

SHROUD AURA [4" concealment]: Friendly Units within 4" gain concealment.

DEFENSE AURA (COST: C). Refresh phasel: 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 immediately before this Unit is Refreshed or Destroyed.

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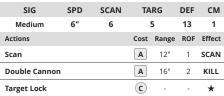
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## **GSV:** Phantom **Ground Support Vehicle**



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

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

SIG	SPD	SCAN	TARG	D	EF	CM
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Inf	fantry only)		Α	12"	3	KILL
Smart Med	l. Cannon		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.

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



## **Guardian:** Marksman

Heavy Vehicle

Coalition

SIG	SPD	SCAN	TARG	DI	EF	CM
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS In	fantry only)		Α	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.

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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## **Vector Squad**

Human Infantry Squad 3 Republic of Terra



1 KILL

SIG	SPD	SCAN	TAR	TARG D		CM
Small	4"	-	6		12	-
Actions			Cost	Range	ROF	Effect
Rifle (Teams	s 1-2, vs inf.	only)	Α	12"	1	KILL
AT Charge	<b>s</b> (Teams 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+).

Micro Artillery (Team 3) A 16"

- » 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  $\pm 1$ DEF

ALL TERRAIN: This Unit ignores terrain movement penalties.

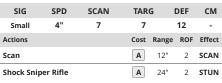
MECHANIZED: This Unit may begin the game mounted in a Courier transport. If it does its Ping is not used for the game.

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## **Seeker Team**

Human Infantry Squad 1 Republic of Terra



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

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

**(c)** 

Each Infantry Base in this Unit gains a Stealth Token.

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

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

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A/C

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**Goliath Squad** 

SPD

5"

effect are successful on a 4+ (instead of 3+).

ALL TERRAIN: This Unit ignores terrain movement penalties.

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

SIG

Medium

MG (VS Infantry only)

**Advanced Cannon** 

Human Infantry Squad (3) Republic of Terra

**SCAN** 

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

TARG

6

16'

Α 12" 2 KILL

Α

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## Courier

Medium Transport Republic of Terra



SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	6		13	2
Actions			Cost	Range	ROF	Effect
Scan			Α	10"	1	SCAN
Cannon			Α	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.



## Harbinger

	Republic of	Terra			
iG	SPD	SCAN	TARG	DEF	CM
nall	7"	7	6	14	1

Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scan			A	12"	2	SCAN
Shock Auto	cannon		Α	16"	2	STUN

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

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



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# Crusader

Medium Tank Republic of Terra



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Canno	on		Α	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

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## Mandible

Heavy Artillery Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Range	e ROF	Effect
Heavy Arti	llery		A+C -	4	KILL

- » FIRE SUPPORT: Eligible for the Forward Observe action
- » EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max
- » CLUSTERED [3"]: Before resolving this action, select a point within range and LOS. Only Units within 3" of this point may be targeted. Use the selected point as the attacks origin for determining concealment. Declare all targets before resolving attacks.

**Shock Artillery** Α 4 STUN

- » FIRE SUPPORT: \*
- » CLUSTERED [6"1: \*
- » DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets



## Samson

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חפ	SCAN	TARG	DEE	CI

SIG	SPD	SCAN	TARG	D	EF	CM	
Large	5"	-	7	1	2	3+1	
Actions			Cost	Range	ROF	Effect	
Smart Med	l. Cannon		Α	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.

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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KILL

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