





Coalition

SPD

8"

SIG

Tag Cannon



2 STUN

14





| SIG | SPD | SCAN | TARG | | DEF | СМ |
|--------------|--------|------|------|-------|-----|--------|
| Medium | 6" | - | 6 | | 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 | TARG | | СМ |
|-------------|-------------|------|------|-------|-----|--------|
| Small | 8" | 7 | 5 | | 14 | 1 |
| Actions | | | Cost | Range | ROF | Effect |
| Scanner [5 | SCAN] | | A | 14" | 3 | REVEAL |
| MG (VS Infa | intry 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"

TARG

5

Cost Range

Α 12"

Α

B3.4



B3.4

GSV: Phantom **Ground Support Vehicle** Coalition

SPD



DE

13

RO

2

B3.4

| F | СМ | |
|---|--------|--|
| 3 | 1 | |
| F | Effect | |
| | REVEAL | |
| | KILL | |
| | | |

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.

SCAN

6

Traits

SIG

Medium

Scanner [SCAN]

Double Cannon

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.



Guardian: Destroyer

Heavy Vehicle Coalition



| SIG | SPD | SCAN | TARG | D | EF | CM |
|---|---------------|------|------|-------|-----|--------|
| Large | 4" | - | 6 | 13 | | 3+1 |
| Actions | | | Cost | Range | ROF | Effect |
| HMG (VS Ir | nfantry only) | | Α | 12" | 3 | KILL |
| Smart Medium Cannon | | | Α | 24" | 2 | KILL |
| » SMAPT ICM 5+1: 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.

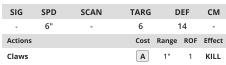
HARDENED CM (+1): This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened CMs automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.



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

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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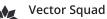


| SIG | SPD | SCAN | TAR | G | DEF | СМ |
|------------|---------|------|------|-------|-----|--------|
| Small | 7" | 7 | 6 | | 14 | 1 |
| Actions | | | Cost | Range | ROF | Effect |
| Scanner [S | CAN] | | A | 12" | 2 | REVEAL |
| Shock Aut | ocannon | | A | 16" | 2 | STUN |
| | | | | | | |

» 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.



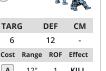
SPD

4"

Human Infantry Squad 3 Republic of Terra

SCAN





Cost Rifle (VS Infantry only) 1-2 A 12" 1 KILL Α 1-2 6" AT Charges (VS Vehicles only) KILL » ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this

6

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

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

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

SIG

ADAPTIVE CAMO [+1 DEF]: When concealed this Unit 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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| 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

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens



Samson

Heavy Tank Republic of Terra



| SIG | SPD | SCAN | TARG | DI | F | CM |
|----------|----------|------|------|-------|-----|--------|
| Large | 5" | - | 7 | 1. | 2 | 3+1 |
| Actions | | | Cost | Range | ROF | Effect |
| Smart Me | dium Can | non | Α | 24" | 2 | KILL |

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

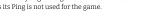
PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units. HARDENED CM [+1]: This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened CMs automatically succeed and do not regenerate.

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

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| SIG | SPD | SCAN | TARG | | DEF | CM |
|----------------|-----|------|------|-------|-----|--------|
| Medium | 6" | 6 | 6 | | 13 | 2 |
| Actions | | | Cost | Range | ROF | Effect |
| Scanner [SCAN] | | | Α | 10" | 1 | REVEAL |
| Cannon | | | A | 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.