

Sentinel: Tagger Light Vehicle Coalition



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**B34** 

B3.4





KILL

14

SIG	SPD	SCAN	TARG		DEF	СМ
Small	8"	-	6		14	1
Actions			Cost	Range	ROF	Effect
Tag Canno	n		<b>A</b>	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.

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» SPECIALIZED: +2 TARG vs Infantry targets

» CLOSE COMBAT: Ignores Concealment and short range modifiers

SCAN

(C)

TARG

6

Α

This Unit gains a Stealth Token.

SPD

6'

Traits

SIG

Actions

Claws

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.

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.

SIG SPD SCAN TARG 8' 5 14 Scanner [SCAN] Α 14" 3 REVEAL Α 12' MG (VS Infantry only) KILL **(c) Deploy Drones** 

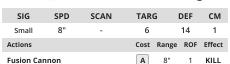
Place the Infantry Bases of a Spider Drone: Infiltrator Unit within 3" of this Unit. They are not part of the current Taskforce. This Unit may use this Action once per game.

## Traits

CARRIER [Spider Drone: Infiltrator]: When this Unit is added to a Force one Spider Drone: Infiltrator Unit is automatically included.

Sentinel: Hunter

Light Vehicle Coalition



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

Spider Drone: Solder Robotic Infantry Squad 4 Coalition



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SIG	SPD	SCAN	TARG	DEF	CM
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.



Virago Medium Vehicle



[ 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



B3.4

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 concealed this Unit 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
Ī	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.

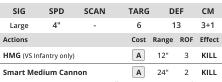
ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.

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:** Destrover

Heavy Vehicle



» 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.

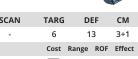
ALL TERRAIN: This Unit ignores terrain movement penalties.



## 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)		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.

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



SIG	SPD	SCA	N	TAR	G	DEF	СМ
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Int	fantry only)		1-2	Α	12"	1	KILL
AT Charge	<b>s</b> (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	Α	16"	1	KIL
» INFANTRY NETWORK: Attacks fr	om this	weapor	ı can use	the LO	OS of

- Infantry Teams in this Unit.
- » ADVANCED [CM 4+1:
- » TAKE UP: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 3" may be killed instead.

## Traits

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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## Seeker Team

Human Infantry Squad 1 Republic of Terra

SIG	SPD	SCAN	TAR	TARG		CM
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		Α	12"	2	REVEAL
Shock Snip	er Rifle		Α	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.

A/C

A Unit in the same Taskforce immediately resolves its activation with an action that has the  $\overline{\rm Fire}$  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 concealed this Unit 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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## 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			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  $% \left( 1\right) =\left( 1\right) \left( 1\right)$ 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

Light Recon Vehicle Republic of Terra



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SIG	SPD	SCAN	TARG		DEF	СМ
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [9	CAN]		Α	12"	2	REVEAL
Shock Aut	ocannon		Α	16"	2	STUN
» DEADLY (In	fantad: Thic	weapon's offer	tic VIII	for Infa	atruztai	rante

ADLY [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 once per activation.

A/C



# Crusader

Medium Tank Republic of Terra

**Goliath Squad** 

SPD

5"

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

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

13



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Cannon			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 Tokens.

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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 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** STUN

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



Large

# Samson

Heavy Tank



Actions Cost Range ROF Effect **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. 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.



# **Infantry Squad**

Human Infantry Squad 4

SIG	SPD	SCAN	TAF	RG	DEF	СМ
Small	4"	7	5		13	-
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS Int	fantry only)	1-3	Α	12"	1	KILL
Hack [SCAN	N]	1-3	A/C	16"	1	BREACH
Adv. RPG		4	<b>A</b>	10"	2	KILL

- » ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+)
- » CLOSE AND PERSONAL I+1 TARGI: 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 3" 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 Transport trait that was Revealed in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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SIG	SPD	SCAN	TAR	G	DEF	СМ
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [9	CAN]		A	12"	2	REVEAL
Cannon			Α	16"	1	KILL
CM Hack [	SCAN]		A/C	16"	2	*

Units hit by this weapon resolve a CM check for each CM (nonhardened) it has and removes a CM for each failed check. This action may only be performed once per Unit Activation.

» BREACHER: This attack may only target a Unit with a Breach Counter. Units hit by this weapon lose 1 Breach Counter.

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



SIG	SPD	SCAN	TAR	G	DEF	СМ
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [5	SCAN]		Α	12"	2	REVEAL
Cannon			Α	16"	1	KILL
Position H	lack [SCAN]		A/C	16"	1	*

Units hit by this attack are Placed within 3" of their current position by the attacker's Controlling Player. This Action may only be performed once per Unit Activation.

» BREACHER: This attack may only target a Unit with a Breach Counter. Units hit by this weapon lose 1 Breach Counter.

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

Scrambler Light Support Vehicle

SIG	SPD	SCAN	TAR	G I	DEF	CM
Small	8"	-	5		14	1
Actions			Cost	Range	ROF	Effect
Shock Autocannon A 16" 2 STU						
» <b>DEADLY</b> [Infantry]: This weapon's effect is KILL for Infantry targets.						

Scramble (c) 6" Select another friendly Unit within 6", it gains a Stealth Token

Select an enemy Ping within 6" and LOS, That Ping may not be Revealed while within 6" of this Unit until the end of this Round.

Scramble may be used once per Unit Activation.

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

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

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# **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 Int	fantry only)	1	Α	12"	2	KILL

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

KILL

» ADVANCED ICM 4+1: \*

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

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 Transport trait that was Revealed in a previous  $\operatorname{Turn}$  .

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 Cann	on		Α	24"	2	KILL
Traits						

HIT AND RUN [2" Place]: After this Unit resolves a combat action it may

ALL TERRAIN: This Unit ignores terrain movement penalties.



SIG	SPD	SCAN	T	ARG	DEF	СМ
Medium	7"	8		-	13	2
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]	]		Α	12"	1	REVEAL
Al Hack [SCAN]			A/C	16"	3	BREACH
Cyber Kill [SCA	N]		A/C	16"	2	KILL

» BREACHER: This attack may only target a Unit with a Breach Counter. Units hit by this weapon lose 1 Breach Counter

## Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

BREACH: A Unit suffering the BREACH effect gains 1 Breach Counter (A Unit may have multiple). Attacks against a Unit with Breach Counter(s) gains +1 TARG per Counter. All Counters are removed at the end of each Taskforce Activation.

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## Tank Hunters

Mounted Infantry Squad (3)



» 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 Vehicle

SIG	SPD	SCAN	TARG	DEF	СМ
Large	7"	-	6	13	4
Actions			Cost Rar	ige ROF	Effect
Double Ca	nnon		A 16	5" 2	KILL

DEFENDER AURA [4", COST: (C), Refresh phase]: Friendly Units within 4" and LOS can spend this Unit's Countermeasure Tokens. 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.



# **Ability Ideas**

Idea

SIG	SPD	SCAN	TARG	DEF	СМ
-	-	-	-	-	-
Actions			Cost I	Range ROF	Effect
someth	ning		Α		

» BREACH EXPLOIT: To perform this action, spend a Breach Counter on an enemy Unit within 16"

QUICK: After all Priority Rolls are resolved in a Reaction Engagement, This Unit may swap the results of its Priority Roll with any other Unit participating in the Reaction Engagement.