

Light Vehicle Coalition



| SIG                   | SPD  | SCAN | TAR  | TARG  |     | CM     |
|-----------------------|------|------|------|-------|-----|--------|
| Small                 | 8"   | 7    | 5    | 5     |     | 1      |
| Actions               |      |      | Cost | Range | ROF | Effect |
| Scanner [S            | CAN] |      | A    | 14"   | 3   | REVEAL |
| MG (VS Infantry 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.





| SIG        | SPD | SCAN | TARG | 3 I   | DEF | СМ     |
|------------|-----|------|------|-------|-----|--------|
| Small      | 8"  | -    | 6    |       | 14  | 1      |
| Actions    |     |      | Cost | Range | ROF | Effect |
| Tag Cannon |     |      | Α    | 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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# Sentinel: Hunter

Light Vehicle Coalition



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| SIG        | SPD | SCAN | TARG | i     | DEF | СМ     |  |
|------------|-----|------|------|-------|-----|--------|--|
| 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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Traits

SIG

Actions

Claws

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.

PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force.

Spider Drone: Infiltrator

» CLOSE COMBAT: Ignores Concealment and short range modifiers

STEALTHY: This Unit begins the game with a Stealth Token.

It is automatically included with a Widow Scout Unit.

ALL TERRAIN: This Unit ignores terrain movement penalties.

TARG

6

Cost

Α

(c)

14

KILL

Robotic Infantry Squad (2)

SCAN

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

This Unit gains a Stealth Token.

SPD

6'

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# Spider Drone: Solder

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Robotic Infantry Squad 4 Coalition



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| SIG     | SPD | SCAN | TARG     | DEF    | CM     |
|---------|-----|------|----------|--------|--------|
| Small   | 6"  | -    | 6        | 14     | -      |
| Actions |     |      | Cost Ran | ge 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

TARG against targets within short range.



Actions Cost Range Effect ROF Close Medium Cannon 2 A 24" KILL » CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1



### **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] |     |      | Α    | 12"   | 1   | REVEAL |
| Cannon         |     |      | Α    | 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 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 Canno  | n   |      | 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.

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.



# Guardian: Destrover

Heavy Vehicle

Coalition

| SIG                 | SPD         | SCAN | TARG | D     | EF  | СМ     |  |
|---------------------|-------------|------|------|-------|-----|--------|--|
| Large               | 4"          | -    | 6    | 1     | 3   | 3+1    |  |
| Actions             |             |      | Cost | Range | ROF | Effect |  |
| HMG (VS In          | fantry only | )    | Α    | 12"   | 3   | KILL   |  |
| Smart Medium Cannon |             |      | Α    | 24"   | 2   | KILL   |  |
|                     |             |      | <br> |       |     |        |  |

» 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.

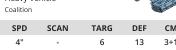
ALL TERRAIN: This Unit ignores terrain movement penalties.



SIG

### Guardian: Marksman

Heavy Vehicle



| Large      | 4"            | -           | 6          | 1       | 3      | 3+1    |
|------------|---------------|-------------|------------|---------|--------|--------|
| Actions    |               |             | Cost       | Range   | ROF    | Effect |
| HMG (VS In | nfantry only) |             | Α          | 12"     | 3      | KILL   |
| Railgun    |               |             | Α          | -       | 1      | KILL   |
| " OVERVILL | ICM 6+1: Cour | ntormonouro | olle attom | ntingto | nogoto | thic.  |

- 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.

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# **Vector Squad**

Human Infantry Squad 3 Republic of Terra



| SIG                           | SPD         | SCA | N    | TAR  | G I   | DEF | CM     |
|-------------------------------|-------------|-----|------|------|-------|-----|--------|
| Small                         | 4"          | -   |      | 6    |       | 12  | -      |
| Actions                       |             |     | Team | Cost | Range | ROF | Effect |
| Rifle (VS Inf                 | antry only) |     | 1-2  | Α    | 12"   | 1   | KILL   |
| AT Charges (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 | A | 16" | 1        | KILL  |
|--------------------------------|---|---|-----|----------|-------|
| INITANITRY NETWORK, Attacles 6 |   |   |     | 4h - T C | 00 -6 |

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.

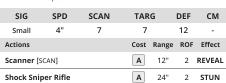
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### Seeker Team

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 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.

#### Go Dark

**(c)** 

This Unit gains a Stealth Token.

ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.

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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] | l   |      | Α    | 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  $% \left\{ 1\right\} =\left\{ 1\right\} =$ 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 Autocannon  |      |      | Α    | 16"   | 2   | STUN   |  |  |
| » DEADLY Unfantryl: 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

16' 1 KILL

Α 12" 2 KILL

Α

13

ROF



| SIG           | SPD | SCAN | TARG     |       | DEF | CM     |
|---------------|-----|------|----------|-------|-----|--------|
| Medium        | 7"  | -    | 7        |       | 13  | 2      |
| Actions       |     |      | Cost     | Range | ROF | Effect |
| Medium Cannon |     |      | <b>A</b> | 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 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 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.

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# Samson



| SIG                 | SPD | SCAN | TARG | D     | EF  | CM     |  |
|---------------------|-----|------|------|-------|-----|--------|--|
| Large               | 5"  | -    | 7    | 1     | 2   | 3+1    |  |
| Actions             |     |      | Cost | Range | ROF | Effect |  |
| Smart Medium 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+).

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.

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