

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 |
| <div>Deploy Drones</div> <div>C</div> <div>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.</div> | | | | | |
| <div>Traits</div> <div>CARRIER [Spider Drone: Infiltrator]: When this Unit is added to a Force one Spider Drone: Infiltrator Unit is automatically included.</div> | | | | | |

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B3.4

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. | | | | | |

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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. | | | | | |

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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 |
| <div>Target Lock</div> <div>C</div> <div>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.</div> | | | | | |
| <div>Traits</div> <div>ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.</div> <div>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.</div> | | | | | |

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B3.4

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+). | | | | | |
| <div>Traits</div> <div>SENTRY: This Unit gains +1 to reaction priority rolls.</div> <div>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.</div> <div>ALL TERRAIN: This Unit ignores terrain movement penalties.</div> | | | | | |

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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. | | | | | |
| <div>Go Dark</div> <div>C</div> <div>This Unit gains a Stealth Token.</div> | | | | | |
| <div>Traits</div> <div>STEALTHY: This Unit begins the game with a Stealth Token.</div> <div>ALL TERRAIN: This Unit ignores terrain movement penalties.</div> <div>PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force. It is automatically included with a Widow Scout Unit.</div> | | | | | |
| <div>Notes</div> <div>STEALTH TOKEN: A Unit with a Stealth Token cannot be targeted by enemy actions. A Unit loses 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.</div> | | | | | |


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B3.4

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 activation with an action that has the Fire Support trait using this Unit's LOS. This action can be used once per activation. | | | | | |
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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 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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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"]: 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. | | | | | |
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Crusader

Medium Tank

Republic of Terra

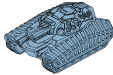


| SIG | SPD | SCAN | TARG | DEF | CM |
|--|-----|------|-------|-----|--------|
| Medium | 7" | - | 7 | 13 | 2 |
| Actions | | Cost | Range | ROF | Effect |
| Medium Cannon | | A | 24" | 2 | KILL |
| Traits | | | | | |
| FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets that currently have zero Countermeasures. | | | | | |
| DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens. | | | | | |
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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. | | | | | |
| 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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