





SIG	SPD	SCAN	TA	RG	DEF	CM
Small	8"	7		5	14	1
Actions			Cost	Range	ROF	Effect
Scan			A	14"	3	SCAN
MG (VS Infa	ntry only)		A	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

SIG

Medium Actions Scan

Double Cannon

Target Lock

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

SCAN

B3.3 GENERATED: 2023-03-13 13:14:15



Sentinel: Tagger Light Vehicle

Coalition



SIG	SPD	SCAN	TAI	RG	DEF	СМ
Small	8"	-	6	i	14	1
Actions			Cost	Range	ROF	Effect
Tag Canno	n		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





SIG	SPD	SCAN	TARG	DEF	СМ
Medium	6"	-	6	13	2
Actions		C	ost Rang	e ROF	Effect
Medium Cann	on	(A 24"	2	KILL

Traits

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

B3.3 B3.3 GENERATED: 2023-03-13 13:14:15 GENERATED: 2023-03-13 13:14:15



SPD



1	TARG	DE	F CM
	5	13	1
Cost	Range	ROF	Effect
A	12"	1	SCAN
A	16"	2	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.

Traits

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

Coalition

SIG	SPD	SCAN	TAF	RG	DEF	CM
Large	4"	-	6		13	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Ir	nfantry only)		A	12"	3	KILL
Smart Me	d. 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

SENTRY: This Unit gains +1 to reaction priority rolls.

 $\textbf{HARDENED CM [+1]:} \ This \ Unit begins the game with \ 1 \ Hardened \ Countermeasure \ Token \ (indicated \ as \ \pm 1)$ 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)



SIG	SPD	SCAN	TAR	G	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.

Go Dark

(C)



Each Infantry Base in this Unit gains a Stealth Token.

Traits

STEALTHY: Each each Infantry Base in 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.

Notes

B3.3

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.

> B3.3 GENERATED: 2023-03-13 13:14:15

B3.3 GENERATED: 2023-03-13 13:14:15

GENERATED: 2023-03-13 13:14:15





SIG	SPD	SCAN	TA	RG	DEF	CM
Small	7"	7	(6	14	1
Actions			Cost	Range	ROF	Effect
Scan			A	12"	2	SCAN
Shock Aut	ocannon		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.



SIG

Small Actions

Vector Squad Human Infantry Squad (3)

SPD

4"

Rifle (Teams 1-2, vs inf. only)

AT Charges (Teams 1-2)

Micro Artillery (Team 3)

Republic of Terra

SCAN



KILL

KILL

KILL

DEF

12

Cost Range ROF Effect

6"

16"

|--|

CM

SIG	SPD	SCAN	1	TARG	DE	F CI
Medium	6"	6		6	13	2
Actions			Cost	Range	ROF	Effect
Scan			A	10"	1	SCAN
Cannon			Α	16"	1	KILL

Courier

Republic of Terra

Medium Transport

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.

> B3.3 GENERATED: 2023-03-13 13:14:15

GENERATED: 2023-03-13 13:14:15

B3.3

Traits

» ADVANCED [CM 4+1: *

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.

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

» INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this Unit.

GENERATED: 2023-03-13 13:14:15

TARG

6

Α





SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	7	13	2
Actions		c	ost Range	ROF	Effect
Medium Cann	on		A 24"	2	KILL

Traits

FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets that currently have zero

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

Samson Heavy Tank

Republic of Terra



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

Traits

B3.3

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.



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

ALL TERRAIN: This Unit ignores terrain movement penalties.

GENERATED: 2023-03-13 13:14:15