





SIG	SPD	SCAN	TAR	TARG		CM
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	14"	3	REVEAL
MG (VS Infa	intry only)		Α	12"	2	KILL
Denloy Drones			0			*

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 also included.





SIG	SPD	SCAN	TARG		DEF	СМ
Small	8"	-	6		14	1
Actions			Cost	Range	ROF	Effect
Tag Cannon			Α	16"	2	STUN
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» 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



SIG	SPD	SCAN	TAR	G	DEF	CM	
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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Stealth Token if an enemy Unit is within 2" and cannot have more than

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.

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

STEALTH TOKEN: A Unit with a Stealth Token can only be targeted by enemy Actions with a REVEAL effect. A Unit looses the token when it performs a Combat Action or it suffers a REVEAL effect or an enemy Unit is within 2" after any Unit ends a move. A Unit cannot gain a

TARG

6

[ A ]

C

14

KILL

Cost Range ROF

Robotic Infantry Squad (2)

**SCAN** 

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

SPD

6"

This Unit gains a Stealth Token.

SIG

Actions

Claws

Traits

Notes



# Spider Drone: Solder

Robotic Infantry Squad 4 Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	6"	-	6	14	-
Actions			Cost Rang	ge 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.



Medium Vehicle Coalition



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



### **GSV:** Aurora

**Ground Support Vehicle** Coalition



SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	6	5		13	1
Actions			Cost Range		ROF	Effect
Scanner [SCAN]			A 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 to its controlling player immediately before this Unit is  ${\bf Refreshed}$  or Destroyed.

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SCAN

TARG

6

Cost

[ A ] 12" 3 KILL

A 24" 2

Coalition

SPD

4"

HMG (VS Infantry only)

Smart Medium Cannon



DEF

13

Range ROF



3+1

KILL

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SIG	SPD	SCAN	TARG	D	EF	СМ
Large	4"	-	6	1	13	
Actions			Cost	Range	ROF	Effect
HMG (VS Ir	nfantry only)		Α	12"	3	KILL
Pailgun			Δ		1	KILI

- Max range unlimited.

Kaliguli		-			KILI
» OVERKILL [CM 6+]: Countermeasure rolls	atter	npting	to ne	gate	this
weapon's effect are successful on a 6+ (i	nstea	d of 3+	).		

# » EXTREME RANGE: Ignores short/long range modifiers. Min range 6".

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т	r	a	ı	t	S	

 $\textbf{SENTRY:} \ This \ Unit \ gains + 1 \ to \ Reaction \ Priority \ Rolls.$ 

**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	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	5		13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]	l		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.

### Traits

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. Ambush may only be used if this Unit has not been Revealed yet.

SIG

Large

SENTRY: This Unit gains +1 to Reaction Priority Rolls.

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

**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	SCAN	TARG		DEF	СМ
Small	4"	-	6		12	-
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS Int	1-2	Α	12"	1	KILL	
AT Charge	nly) 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	<b>A</b>	16"	1	KILL

- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of 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

	SIG	SPD	SCAN	TAR	G	DEF	CM	
	Small	4"	7	7		12	-	
	Actions			Cost	Range	ROF	Effect	
Scanner [SCAN]				A	12"	2	REVEAL	
Shock Sniper 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.

#### Forward Observe

A/C

A Unit in the same Taskforce immediately resolves its Unit 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.

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



SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	6		13	2
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	10"	1	REVEAL
Cannon			Α	16"	1	KILL

Unload [Free Action, 3"]: The carried Unit is Placed within 3". They become part of the current Taskforce and may immediately perform an Action then gain an Activated Token. If the Unloading Unit performs a Move Action it may not move within 2" of an enemy Ping.

Load [Free Action, 3"]: Place an eligible Unit within 3" in this transport. Units that forfeited their movement in the movement phase or their Action Point are eligible. This Unit cannot perform a Load and an Unload Action in the same Activation.

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens. This may only be used by Units with a CM

**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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## Harbinger

Light Recon Vehicle Republic of Terra

SIG	SPD	SCAN	TAR	TARG		CM
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [	SCAN]		A	12"	2	REVEAL
Shock Aut	ocannon		Δ	16"	2	STLIN

» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.

A Unit in the same Taskforce immediately resolves its Unit Activation with an Action that has the Fire Support trait using this Unit's LOS. This Action can be used once per activation.



## Crusader Medium Tank

Republic of Terra

**Goliath Squad** 

Republic of Terra

SPD

5"

SIG

Medium

MG (VS Infantry only)

**Advanced Cannon** 

Human Infantry Squad 3

**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

Cost Range

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 Cann	on		Α	24"	2	KILL
Traits						

FINISHER I+1 TARG vs zero CMI: 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. This may only be used by Units with a CM

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4 STUN

SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Rang	ge ROF	Effect
Heavy Art	illery		A+C -	4	KILL

- »  $\mbox{{\it FIRE SUPPORT:}}$  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 targets within 3" of this point may be targeted. Use the selected point as the attack's origin for determining Concealment. Declare all targets before resolving attacks.

Shock	Artil	lery
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- » FIRE SUPPORT: \*
- » EXTREME RANGE: \*
- » CLUSTERED [6"]: \*
- »  $\mbox{{\tt DEADLY}}$  [Infantry]: This weapon's effect is KILL for Infantry targets.





SIG	SPD	SCAN	TARG	DI	EF	СМ
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+).

#### Traits

 $\label{eq:predator} \begin{tabular}{ll} \textbf{PREDATOR} \begin{tabular}{ll} \textbf{PARG} & \textbf{Spanish} & \textbf{Stunned Units.} \\ \textbf{EMERGENCY CM} \begin{tabular}{ll} \textbf{Full} & \textbf{PARG} & \textbf{Spanish} & \textbf{Stunned Units.} \\ \textbf{Countermeasure Token} & \textbf{(indicated as +1 under CM)}. & \textbf{Emergency CMs} \\ \textbf{automatically succeed and do not regenerate.} \\ \end{tabular}$ 

 $\label{eq:all terrain} \textbf{ALL TERRAIN:} \ This \ Unit ignores terrain \ movement \ penalties.$ 

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