



SIG	SPD	SCAN	TARG		DEF	СМ
Small	8"	7	5		14	1
Actions		Cost	Target	Range	ROF	Effect
Scan		A	Ping	14"	3	SCAN
MG (VS Infantry only)		Α	Unit	12"	2	KILL
Deploy Drones		(C)	Self	-	-	*

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

Double Cannon

Target Lock

Actions

Scan

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

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Sentinel: Tagger Light Vehicle

Coalition



SIG	SPD	SCAN	TARG		DEF	СМ
Small	8"	-	(5	14	1
Actions		Cost	Target	Range	ROF	Effect
Tag Canno	on	A	Unit	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.





Medium	6"	-		6	13	2
Actions		Cost	Target	Range	ROF	Effect
Medium Canno	on	A	Unit	24"	2	KILL

Traits

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

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SPD

6"



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DE	F CM
13	1
ROF	Effect
1	SCAN
2	KILL
1	

(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.

Α

SCAN

6

TARG

5

16"

Cost Target Range ROF

Ping

Unit

Unit

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

Heavy Vehicle

Coalition



» 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 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.



Spider Drone: Infiltrator

Robotic Infantry Squad (2)

Coalition



» SPECIALIZED: +2 TARG vs Infantry targets.

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

Go Dark Self

Each Infantry Base in this Unit gains a Stealth Token.

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

B3.2

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.

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SIG	SPD	SCAN	TARG		DEF	СМ
Small	7"	7	7 6		14	1
Actions		Cost	Target	Range	ROF	Effect
Scan		A	Ping	12"	2	SCAN
Shock Aut	ocannon	A	Unit	16"	2	STUN

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

Forward Observe A/C) Unit

A Unit in the same Taskforce immediately resolves its activation with an action that has the Fire Support trait using this Unit's LOS.



Vector Squad Human Infantry Squad (3)

Republic of Man



SIG	SPD	SCAN	TARG		DEF	CM
Small	4"	-	6		12	-
Actions		Cost	Target	Range	ROF	Effect
Rifle (teams 1-2, vs inf. only)		only) A	Unit	12"	1	KILL
AT Charges (Teams 1-2)		2) A	Unit	6"	1	KILL

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

KILL Micro Artillery (Team 3) Unit 16" 1

- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this
- » ADVANCED [CM 4+]: *

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 Man



SIG	SPD	SCAN	N T	ARG	DE	F CM
Medium	6"	6		6	13	2
Actions		Cost	Target	Range	ROF	Effect
Scan		A	Ping	10"	1	SCAN
Cannon		Α	Unit	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

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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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B3.2

SIG	SPD	SCAN	J T	ARG	DEI	- см
Medium	7"	-		7	13	2
Actions		Cost	Target	Range	ROF	Effect
Medium Cann	on	A	Unit	24"	2	KILL

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Traits

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

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



Samson Heavy Tank



SIG	SPD	SCAN	TARG		DEF	CM
Large	5"	-	7		12	3+1
Actions		Cost	Target	Range	ROF	Effect
Smart Med. Cannon		Α	Unit	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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