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**
Deploy Drones	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.

GENERATED: 2023-05-30 10:54:26

B3.5

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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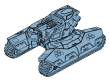
B3.5

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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B3.5

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**
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.

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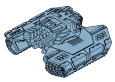
B3.5

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+).

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 CM**s automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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B3.5

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.

Go Dark	C	-	-	★

This Unit gains a **Stealth Token**.

Traits

STEALTHY: 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

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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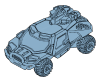
B3.5

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.

GENERATED: 2023-05-30 10:54:26

B3.5

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+**]:** *

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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B3.5

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 become part of the current **Taskforce** and may immediately perform an action then gain an **Activated Token**.

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. This Unit cannot perform a **Load** and an Unload action in the same activation.

Traits

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

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.

GENERATED: 2023-05-30 10:54:26

B3.5

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**. This may only be used by Units with a **CM** stat of "-".

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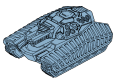
B3.5

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.

EMERGENCY CM [+1**]:** This Unit begins the game with 1 **Emergency Countermeasure Token** (indicated as +1 under **CM**). **Emergency CM**s automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

GENERATED: 2023-05-30 10:54:26

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