



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	antry only)		A	12"	2	KILL
Deploy Dr	ones		(c)	-	-	*

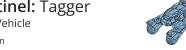
Place the Infantry Bases of a Spider Drone: Infiltrator Unit within 3" of this Unit. They are not part of the current Taskforce. This Unit may use this Action once per game.

Traits

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"	-	6	14	1
Actions			Cost Range	ROF	Effect
Tag Canno	on		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	Т	ARG	DEF	СМ
Medium	6"	-		6	13	2
Actions			Cost	Range	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 range.

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SIG	SPD	SCAN	1	ARG	DE	F CM
Medium	6"	6		5	13	1
Actions			Cost	Range	ROF	Effect
Scan			A	12"	1	SCAN
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 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	TAR	RG	DEF	СМ
Large	4"	-	6		13	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Ir	nfantry only)		A	12"	3	KILL
Smart Me	d. Cannon	ı	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

SENTRY: This Unit gains +1 to reaction priority 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

SIG	SPD	SCAN	TARG	DEF	CM
-	6"	-	6	14	-
Actions			Cost R	ange ROF	Effect
Claws			A	1" 1	KILL

» SPECIALIZED: +2 TARG vs Infantry targets.

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

C Go Dark

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

B3.3

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.

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SIG	SPD	SCAN	TARG		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.



Vector Squad Human Infantry Squad (3)

Republic of Terra



KILL

B3.3

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SIG	SPD	SCAN	TA	RG	DEF	CM
Small	4"	-	(5	12	-
Actions			Cost	Range	ROF	Effect
Rifle (Team	ns 1-2, vs inf	. only)	A	12"	1	KILL
AT Charge	es (Teams 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+).

Micro Artillery (Team 3)

- » 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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16"



Courier Medium Transport Republic of Terra



SIG	SPD	SCAN	T	ARG	DE	F CM
Medium	6"	6		6	13	2
Actions			Cost	Range	ROF	Effect
Scan			A	10"	1	SCAN
Cannon			Α	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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B3.3

SIG	SPD	SCAN	Т	ARG	DEF	- см
Medium	7"	-		7	13	2
Actions			Cost	Range	ROF	Effect
Medium Cann	on		A	24"	2	KILL

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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.



Samson

	Heavy Ta			Samuel Control	
-	CDD	CCANI	TARC	DEE	CN

SIG	SPD	SCAN	TARG	DEF	СМ
Large	5"	-	7	12	3+1
Actions			Cost Ran	ge ROF	Effect
Smart Me	d. Cannon	1	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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