



	Sentinel: Tagger
	Light Vehicle
* *	Coalition

SPD

8"

SCAN

» TAGGED: Units hit by this weapon suffer -2 DEF until the end of this Taskforce Activation. A Unit can only be Tagged once.

TARG

6

Cost Range ROF Effect

[ A ] 16"

SIG

**Tag Cannon** 



2 STUN

14







SIG	SPD	SCAN	TA	RG	DEF	CM
Medium	6"	-	6	5	13	2
Actions			Cost	Range	ROF	Effect
Medium Canr	non		Α	24"	2	KILL
Traits						

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

SIG	SPD	SCAN	TAR	.G	DEF	СМ
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [5	SCAN]		A	14"	3	REVEAL
MG (VS Infa	intry only)		Α	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.

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

Traits

TARG

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SIG

## **GSV:** Phantom **Ground Support Vehicle** Coalition

SPD SCAN



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DEF CM

Medium	6"	6		5	13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]	I		Α	12"	1	REVEAL
Double Canno	n		Α	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

Heavy Vehicle Coalition

SPD SCAN

SIG	SPD	SCAN	TARG	DI	EF	CM
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS In	fantry only)		A	12"	3	KILL
Smart Med. 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+).

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

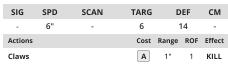
HARDENED CM [+1]: This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened CMs automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.



## Spider Drone: Infiltrator

Robotic Infantry Squad 2 Coalition



» SPECIALIZED: +2 TARG vs Infantry targets

» CLOSE COMBAT: Ignores Concealment and short range modifiers

(C)

### Go Dark

This Unit gains a Stealth Token.

STEALTHY: Each each Infantry Base in this Unit begins the game with a

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.

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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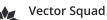




SIG	SPD	SCAN	TAR	G	DEF	CM
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
Shock Aut	ocannon		A	16"	2	STUN

A/C **Forward Observe** 

an action that has the Fire Support trait using this Unit's LOS. This



SPD

4"

AT Charges (VS Vehicles only)

Infantry Teams in this Unit.

Rifle (VS Infantry only)

Micro Artillery

Human Infantry Squad 3 Republic of Terra

SCAN

TARG

6

Cost

Α

**A** 

6"

16" 1

1-2 [ A ] 12" 1 KILL

1-2

3

» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

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

weapon's effect are successful on a 4+ (instead of 3+)

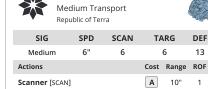


12

ROF



KILL



Courier

UNLOAD [Free Action, 3"]: Place any carried Units within 3". They may immediately perform a move or action.

Α

16'

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

Cannon

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.

REVEAL

KILL

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

A Unit in the same Taskforce immediately resolves its activation with action can be used once per activation.

> » ADVANCED [CM 4+1: Traits

SIG

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

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

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



# Samson

Heavy Tank Republic of Terra



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SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1
Actions			Cost R	ange ROF	Effect
Smart Me	d. Cannon		Α	24" 2	KILL

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

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.

 $\begin{tabular}{ll} \textbf{ALL TERRAIN:} This Unit ignores terrain movement penalties. \end{tabular}$ 

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