





SPD

8"

SCAN

Taskforce Activation. A Unit can only be Tagged once.

TARG

6

Cost Range ROF Effect

[A] 16"

SIG

Tag Cannon



14



against targets within short range.



SIG	SPD	SCAN	TARG	DEF	СМ
Medium	6"	-	6	13	2
Actions			Cost Rang	e ROF	Effect
Medium Canr	non		A 24"	2	KILL
Traits					

2 STUN » TAGGED: Units hit by this weapon suffer -2 DEF until the end of this

CLOSE AND PERSONAL [+1 TARG]: This Unit gains an additional +1 TARG

SIG	SPD	SCAN	TAR	G	DEF	CM
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scan			A	14"	3	SCAN
MG (VS Infantry 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.

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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GSV: Phantom **Ground Support Vehicle** Coalition



SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	6	5		13	1
Actions			Cost	Range	ROF	Effect
Scan			A	12"	1	SCAN
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

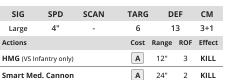
ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.

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



» 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

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

(c)

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
Scan			A	12"	2	SCAN
Shock Autocannon				16"	2	STUN

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

A/C **Forward Observe**

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.



SPD

4"

Human Infantry Squad 3 Republic of Terra

SCAN





KILL

1-2 AT Charges (Teams 1-2) » ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).

1-2 A

6

Cost

Α

6"

Micro Artillery (Team 3) 3 **A** 16"

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

Rifle (VS Infantry only)

Traits

SIG

ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.

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

MECHANIZED: This Unit may begin the game mounted in a Courier transport. If it does its Ping is not used for the game.

Courier Medium Transport Republic of Terra



SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	6		13	2
Actions			Cost	Range	ROF	Effect
Scan			Α	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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Medium Tank Republic of Terra



	SIG	SPD	SCAN	TARG		DEF	CM
М	edium	7"	-	7		13	2
Actio	ns			Cost	Range	ROF	Effect
Medi	um Cannoi	า		Α	24"	2	KILL
Traite							

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

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 $\label{eq:defend} \begin{tabular}{ll} \textbf{DEFEND [Infantry, 4"]: } Infantry within 4" can spend this Unit's \\ Countermeasure Tokens. \\ \end{tabular}$



Samson

Heavy Tank Republic of Terra



SIG	SPD	SCAN	TARG	DI	EF	CM
Large	5"	-	7	1	2	3+1
Actions			Cost	Range	ROF	Effect
Smart Med	. Cannor	1	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

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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.

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

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