

MG (VS Infantry only)

this Action once per game.

**Deploy Drones** 

Sc

Traits



KILL

<b>N</b> -4	Sentinel: Tagger
	Light Vehicle
* *	Coalition





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## Spider Drone: Infiltrator

TARG

6

[ A ]

Robotic Infantry Squad (2) Coalition

SCAN



KILL

14

SIG	SPD	SCAN	TARG	DEF	СМ	SIG	SPD	SCAN	TARG		DI
Small	8"	7	5	14	1	Small	8"	-	6		1
Actions			Cost Rang	e ROF	Effect	Actions			Cost	Range	F
canner [S	SCAN]		A 14"	3	REVEAL	Tag Cannor	1		Α	16"	

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

» SPECIALIZED: +2 TARG vs Infantry targets » CLOSE COMBAT: Ignores Concealment and short range modifiers.

C

Cost Range ROF

This Unit gains a Stealth Token.

SPD

6"

### Traits

SIG

Actions

Claws

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 can only be targeted by enemy Actions with a REVEAL effect. A Unit looses the token when it performs a Combat Action or it suffers a REVEAL effect 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

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Sentinel: Hunter Light Vehicle Coalition

SIG	SPD	SCAN	TARG		DEF	СМ
Small	8"	-	6		14	1
Actions			Cost I	Range	ROF	Effect
Fusion Car	nnon		Α	8"	1	KILL

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

Α

(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

CARRIER [Spider Drone: Infiltrator]: When this Unit is added to a Force

one Spider Drone: Infiltrator Unit is also included.

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## Spider Drone: Solder

Robotic Infantry Squad 4 Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	6"	-	6	14	-
Actions			Cost Rang	ge ROF	Effect
Claws			A 1"	1	KILL

- » SPECIALIZED: +2 TARG vs Infantry targets.
- » CLOSE COMBAT: Ignores Concealment and short range modifiers.

ALL TERRAIN: This Unit ignores terrain movement penalties.







310	350	SCAIN	IA	KG.	DEL	CIVI
Medium	6"	-	6	5	13	2
Actions			Cost	Range	ROF	Effect
Close Medium	Cannon		Α	24"	2	KILL

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



# **GSV:** Aurora

**Ground Support Vehicle** Coalition



SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	5		13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]	]		Α	12"	1	REVEAL
Cannon			Α	16"	1	KILL

### Traits

ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.

SHROUD AURA [4" concealment]: Friendly Units within 4" gain Concealment.

**DEFENSE AURA** [COST: C), Refresh phase]: Friendly Units within 4" gain +1 to Countermeasure rolls. This Unit gains the Command Point Token spent to indicate this ability is active. It is returned to its controlling player immediately before this Unit is  ${\bf Refreshed}$  or  ${\bf Destroyed}.$ 

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Guardian: Destroyer Heavy Vehicle Coalition

SCAN

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

Countermeasure Token (indicated as +1 under CM). Emergency CMs

TARG

6

Cost

[ A ] 12" 3 KILL

A 24" 2

SPD

4"

HMG (VS Infantry only)

Smart Medium Cannon

SIG

Large



DEF

13

Range ROF



3+1

Effect

KILL

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SIG	SPD	SCAN	TARG	D	EF	CM
Large	4"	-	6	1	3	3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Ir	nfantry only)		A	12"	3	KILL
Railgun			Δ		1	KILI

- »  $\mbox{\bf OVERKILL}$  [CM 6+]: Countermeasure rolls attempting to negate this
- » EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max range unlimited.

weapon's	effect	are	succe	ssful	on a	a 6+	(instead	of:	3+

 $\textbf{SENTRY:} \ This \ Unit \ gains + 1 \ to \ Reaction \ Priority \ Rolls.$ 

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6		5		1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			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 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.

automatically succeed and do not regenerate. ALL TERRAIN: This Unit ignores terrain movement penalties.

SENTRY: This Unit gains +1 to Reaction Priority Rolls. **EMERGENCY CM** [+1]: This Unit begins the game with 1 Emergency

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