


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

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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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
B3.3



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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
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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

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This Unit gains a Stealth Token.

Traits

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

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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Spider Drone: Solder

Robotic Infantry Squad 4

Coalition



| SIG | SPD | SCAN | TARG | DEF | CM |
|---------|-----|------|-------|-----|--------|
| Small | 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.

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

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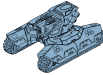
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Virago

Medium Vehicle

Coalition




| SIG | SPD | SCAN | TARG | DEF | CM |
|---------------|-----|------|-------|-----|--------|
| Medium | 6" | - | 6 | 13 | 2 |
| Actions | | Cost | Range | ROF | Effect |
| Medium Cannon | | 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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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] | | A | 12" | 1 | REVEAL |
| Cannon | | A | 16" | 1 | KILL |

Traits


ADAPTIVE CAMO [+1 DEF]: When concealed this Unit 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 immediately before this Unit is Refreshed or Destroyed.

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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

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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.

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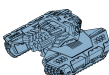
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Guardian: Destroyer

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 Med. 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.

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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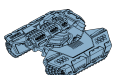
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Guardian: Marksman

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 |
| Railgun | | A | - | 1 | KILL |

» OVERKILL [CM 6+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 6+ (instead of 3+).

» EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max range unlimited.

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.

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