

Coalition



SIG	SPD	SCAN	TAR	TARG		CM
Small	8"	7	5	5		1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	14"	3	REVEAL
MG (VS Infantry only)			Α	12"	2	KILL
Deploy Drones				-	-	*

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.



Coalition



» 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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Sentinel: Hunter

Light Vehicle Coalition



SIG	SPD	SCAN	TARG	5 I	DEF	CM
Small	8"	-	6		14	1
Actions			Cost	Range	ROF	Effect
Fusion Car	non		Α	8"	1	KILL

» SMART [CM 5+]: Countermeasure rolls attempting to negate this

This Unit gains a Stealth Token. Traits

SIG

Actions

Claws



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weapon's effect are successful on a 5+ (instead of 3+).

is within 2" and cannot have more than 1.



Spider Drone: Solder

Robotic Infantry Squad 4 Coalition



B3.4

SIG	SPD	SCAN	TARG	DEF	CM
Small	6"	-	6	14	-
Actions			Cost Ran	ge 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.



Virago



SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	-	6	13	2
Actions			Cost Rang	e ROF	Effect
Close Medium Cannon			A 24"	2	KILI

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



GSV: Aurora

Ground Support Vehicle Coalition



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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

Spider Drone: Infiltrator

» CLOSE COMBAT: Ignores Concealment and short range modifiers

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.

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

TARG

6

Cost

Α

(c)

14

KILL

Robotic Infantry Squad (2)

SCAN

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

SPD

6"

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 immediately before this Unit is Refreshed or Destroyed.

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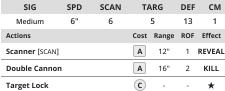
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GSV: Phantom **Ground Support Vehicle**



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.

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.



Guardian: Destrover

Heavy Vehicle

Coalition

SIG	SPD	SCAN	TARG	D	DEF		
Large	4"	-	6	1	3	3+1	
Actions			Cost	Range	ROF	Effect	
HMG (VS In	fantry only)	Α	12"	3	KILL	
Smart Me	dium Can	non	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.

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.



Guardian: Marksman

Heavy Vehicle



SI	G	SPD	SCAN	TARG	DEF		СМ
Lar	ge	4"	-	6	1	3	3+1
Actio	ns			Cost	Range	ROF	Effect
нма	(VS Infa	ntry only	/)	A	12"	3	KILL
Railg	un			Α	-	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.

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.

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