



## Widow Scout

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	5	14	1

Actions	Cost	Range	ROF	Effect
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**Scanner [SCAN]** **A** 14" 3 **REVEAL**

**MG (VS Infantry only)** **A** 12" 2 **KILL**

### Deploy Drones

**C**

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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 also included.

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## Sentinel: Tagger

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1

Actions	Cost	Range	ROF	Effect
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**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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## Virago

Medium Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	-	6	13	2

Actions	Cost	Range	ROF	Effect
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**Close Medium Cannon** **A** 24" 2 **KILL**

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

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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
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**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 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.

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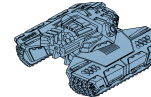
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## Guardian: Destroyer

Heavy Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1

Actions	Cost	Range	ROF	Effect
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**HMG (VS Infantry only)** **A** 12" 3 **KILL**

**Smart Medium 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.

**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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## Spider Drone: Infiltrator

Robotic Infantry Squad **2**

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
-	6"	-	6	14	-

Actions	Cost	Range	ROF	Effect
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**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**: 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 loses 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 1.

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