

Light Vehicle Coalition



SIG	SPD	SCAN	TAR	TARG		CM
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [9	CAN]		A	14"	3	REVEAL
MG (VS Infantry only)			Α	12"	2	KILL

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

GENERATED: 2023-05-20 14:03:38

B34

B3.4



Sentinel: Hunter



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1
Actions			Cost Rai	nge ROF	Effect
Fusion Car	non		A 8	" 1	KILL

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

GENERATED: 2023-05-20 14:03:38

» 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. It is automatically included with a Widow Scout Unit.

Spider Drone: Infiltrator

TARG

6

Α

(C)

14

KILL

Robotic Infantry Squad (2)

SCAN

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

SPD

6'

This Unit gains a Stealth Token.

Notes

Traits

SIG

Actions

Claws

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.

> B3.4 GENERATED: 2023-05-20 14:03:38



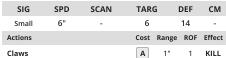
Spider Drone: Solder

GENERATED: 2023-05-20 14:03:38

Robotic Infantry Squad 4 Coalition



B3.4



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

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.



Virago

Medium Vehicle Coalition



» 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
T 14						

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.

GENERATED: 2023-05-20 14:03:38

B3.4

GENERATED: 2023-05-20 14:03:38

B3.4

GENERATED: 2023-05-20 14:03:38

B3.4



GSV: Phantom **Ground Support Vehicle**



Scanner [SCAN] Α REVEAL **Double Cannon** Α 16" 2 KILL 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.

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	EF	CM	
Large	4"	-	6	1	3	3+1	
Actions			Cost	Range	ROF	Effect	
HMG (VS Infantry only)			A	12"	3	KILL	
Smart Medium Cannon			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.



SIG

Large

Actions

Guardian: Marksman

4'





HMG (VS Infantry only)	Α	12"	3	KILL	
Railgun	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.

B3.4 **B34** B3.4 GENERATED: 2023-05-20 14:03:38 GENERATED: 2023-05-20 14:03:38 GENERATED: 2023-05-20 14:03:38