

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 Infa	intry only)		A	12"	2	KILL
Deploy Dr	ones		C	-	-	*

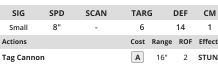
Place the Infantry Bases of a Spider Drone: Infiltrator Unit within 3" of this Unit. They are not part of the current Taskforce. This Unit may use this Action once per game.

Traits

CARRIER [Spider Drone: Infiltrator]: When this Unit is added to a Force one Spider Drone: Infiltrator Unit is automatically included.







» 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	DEF	CM	
Small	8"	-	6	14	1	
Actions			Cost R	ange ROF	Effect	
Fusion Car	non		Α	8" 1	KILL	

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

SIG

Actions

Claws

Traits



PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force. It is automatically included with a Widow Scout Unit. Notes

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

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.

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

Α

(C)

14

KILL

Robotic Infantry Squad (2)

SCAN

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

SPD

6'

This Unit gains a Stealth Token.

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Spider Drone: Solder

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.



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Virago Medium Vehicle

Coalition



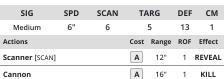
» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1 TARG against targets within short range.



GSV: Aurora

Ground Support Vehicle Coalition

is within 2" and cannot have more than 1.



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 to its controlling player immediately before this Unit is Refreshed or Destroyed.

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GSV: Phantom **Ground Support Vehicle**



SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	6	5		13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	12"	1	REVEAL
Double Cannor	1		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.

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.



Guardian: Destrover

Heavy Vehicle

Coalition

SIG	SPD	SCAN	TARG	D	EF	СМ
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.

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.

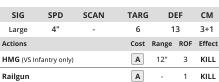
ALL TERRAIN: This Unit ignores terrain movement penalties.



Guardian: Marksman

Heavy Vehicle

Coalition



- » 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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