

SPD

8'

SIG

Scanner [SCAN]

Deploy Drones

Traits

MG (VS Infantry only)

this Action once per game.



KILL

Light Vehicle Coalition

Sentinel: Tagger



B3.5.2

B3.5.2



SIG

Actions

Claws

Spider Drone: Infiltrator Robotic Infantry Squad (2)

SCAN



KILL

14

)	SCAN	TARG	DEF	СМ	SIG	SPD	SCAN	TAR	G I	DEF	CM	
	7	5	14	1	Small	8"	-	6		14	1	
		Cost Range	ROF	Effect	Actions			Cost	Range	ROF	Effect	
		A 14"	3	REVEAL	Tag Cannon			Α	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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» CLOSE COMBAT: Ignores Concealment and short range modifiers.

(c)

TARG

6

Cost

Α

This Unit gains a Stealth Token.

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

SPD

6'

Traits



Sentinel: Hunter

Light Vehicle Coalition

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

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

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STEALTHY: This Unit begins the game with a Stealth Token.

Notes STEALTH TOKEN: A Unit with a Stealth Token can only be targeted by enemy Actions with a REVEAL effect. A Unit looses 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

PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force.

ALL TERRAIN: This Unit ignores terrain movement penalties.

It is automatically included with a Widow Scout Unit.

Stealth Token if an enemy Unit is within 2" and cannot have more than

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Spider Drone: Solder

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Α 12'

(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

CARRIER [Spider Drone: Infiltrator]: When this Unit is added to a Force

one Spider Drone: Infiltrator Unit is also included.

Robotic Infantry Squad 4 Coalition



B3.5.2

SIG	SPD	SCAN	TARG	DEF	СМ
Small	6"	-	6	14	-
Actions			Cost Ra	nge 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.



Virago



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

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



GSV: Aurora

Ground Support Vehicle Coalition



B3.5.2

	SIG	SPD	SCAN	TA	RG	DEF	CM
	Medium	6"	6		5	13	1
	Actions			Cost	Range	ROF	Effect
	Scanner [SCAN]			A	12"	1	REVEAL
_	Cannon			Α	16"	1	KILL
	Tuelte						

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

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GSV: Phantom **Ground Support Vehicle**



B3.5.2

SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	5		13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	12"	1	REVEAL
Double Canno	n		Α	16"	2	KILL
Toward Look			0			

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. Ambush may only be used if this Unit has not been Revealed yet.



Guardian: Destrover

Heavy Vehicle





» 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.

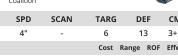
ALL TERRAIN: This Unit ignores terrain movement penalties.



Guardian: Marksman

Heavy Vehicle

Coalition



Railgun			Α	-	1	KILL
HMG (VS In	fantry only)		Α	12"	3	KILL
Actions			Cost	Range	ROF	Effect
Large	4"	-	6	1	3	3+1
SIG	SPD	SCAN	TARG	D	EF	CM

- » 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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