

Coalition

Widow Scout

KILL

B3.4

	Councion					
SIG	SPD	SCAN	TARG		DEF	CM
mall	8"	7	5		14	1
ions			Cost	Range	ROF	Effect
nner [SCAN]		A	14"	3	REVEAL	

Α

(c)

MG (VS Infantry only) **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

S

Acti

Sca

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



Light Vehicle 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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Actions

Fusion Cannon

Sentinel: Hunter

<i>\</i>	Light Vehicle Coalition					
IG	SPD	SCAN	TARG	DEF	СМ	
nall	8"	-	6	14	1	

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

8"

[A]

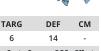
Cost Range ROF Effect

1 KILL

B3.4

Spider Drone: Infiltrator

Robotic Infantry Squad (2) Coalition



SIG SCAN 6' Actions Claws Α KILL

» SPECIALIZED: +2 TARG vs Infantry targets

» CLOSE COMBAT: Ignores Concealment and short range modifiers

This Unit gains a Stealth Token.

SPD

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.

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.

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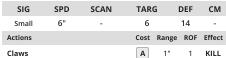
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Spider Drone: Solder

Coalition





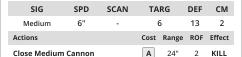
- » SPECIALIZED: +2 TARG vs Infantry targets.
- » CLOSE COMBAT: Ignores Concealment and short range modifiers

ALL TERRAIN: This Unit ignores terrain movement penalties.



Virago

Medium Vehicle Coalition

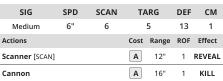


» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1 TARG against targets within short range.



GSV: Aurora

Ground Support Vehicle Coalition



Traits

ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.

SHROUD AURA [4" concealment]: Friendly Units within 4" gain

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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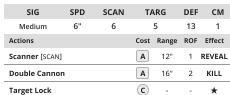
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GSV: Phantom **Ground Support Vehicle**





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 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

SIG	SPD	SCAN	TARG	DEF		CNA
SIG	350	SCAN	IAKG	וט	C P	CM
Large	4"	-	6	13		3+1
Actions			Cost	Range	ROF	Effect
HMG (VS Infantry only)			Α	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

SIG	SPD	SCAN	TARG	D	EF	СМ	
Large	4"	-	6	13		3+1	
Actions			Cost	Range	ROF	Effect	
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.

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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