

Widow Scout

Light Vehicle

Coalition




SIG	SPD	SCAN	TARG	DEF	CM	
Small	8"	7	5	14	1	
Actions			Cost	Range	ROF	Effect
Scan			<div>A</div>	14"	3	SCAN
MG (VS Infantry only)			<div>A</div>	12"	2	KILL
Deploy Drones			<div>C</div>	-	-	★
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.						
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B3.3

Sentinel: Tagger

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Small	8"	-	6	14	1	
Actions			Cost	Range	ROF	Effect
Tag Cannon			<div>A</div>	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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
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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
Claws			<div>A</div>	1"	1	KILL
» SPECIALIZED: +2 TARG vs Infantry targets.						
» CLOSE COMBAT: Ignores Concealment and short range modifiers.						
Go Dark			<div>C</div>	-	-	★
Each Infantry Base in this Unit gains a Stealth Token.						
Traits						
STEALTHY: Each each Infantry Base in 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 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

Robotic Infantry Squad

4

Coalition



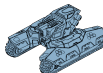
SIG	SPD	SCAN	TARG	DEF	CM	
Small	6"	-	6	14	-	
Actions			Cost	Range	ROF	Effect
Claws			<div>A</div>	1"	1	KILL
» SPECIALIZED: +2 TARG vs Infantry targets.						
» CLOSE COMBAT: Ignores Concealment and short range modifiers.						
Traits						
ALL TERRAIN: This Unit ignores terrain movement penalties.						
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B3.3

Virago

Medium Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	6"	-	6	13	2	
Actions			Cost	Range	ROF	Effect
Medium Cannon			<div>A</div>	24"	2	KILL
Traits						
CLOSE AND PERSONAL [+1 TARG]: This Unit gains an additional +1 TARG against targets within short range.						
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B3.3

GSV: Aurora

Ground Support Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	6"	6	5	13	1	
Actions			Cost	Range	ROF	Effect
Scan			<div>A</div>	12"	1	SCAN
Cannon			<div>A</div>	16"	1	KILL
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: <div>C</div> , 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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GSV: Phantom

Ground Support Vehicle

Coalition



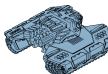
SIG	SPD	SCAN	TARG	DEF	CM	
Medium	6"	6	5	13	1	
Actions			Cost	Range	ROF	Effect
Scan			<div>A</div>	12"	1	SCAN
Double Cannon			<div>A</div>	16"	2	KILL
Target Lock			<div>C</div>	-	-	★
Select an enemy Unit in LOS. It suffers -2 DEF until the end of this Taskforce Activation. A Unit can only be Target Locked once. This action can be used once per activation.						
Traits						
ADAPTIVE CAMO [+1 DEF]: When 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.						
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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
HMG (VS Infantry only)			<div>A</div>	12"	3	KILL
Smart Med. Cannon			<div>A</div>	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.						
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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B3.3

Guardian: Marksman

Heavy Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Large	4"	-	6	13	3+1	
Actions			Cost	Range	ROF	Effect
HMG (VS Infantry only)			<div>A</div>	12"	3	KILL
Railgun			<div>A</div>	-	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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