


Widow Scout

Light Vehicle

Coalition



| SIG   | SPD | SCAN | TARG  | DEF | CM     |
|---|-----|------|-------|-----|--------|
| Small   | 8"  | 7    | 5     | 14  | 1      |
| Actions   |     | Cost | Range | ROF | Effect |
| Scanner [SCAN]  |     | A    | 14"   | 3   | REVEAL |
| MG (VS Infantry only)   |     | A    | 12"   | 2   | KILL   |
| Deploy Drones   |     | 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.   |     |      |       |     |        |

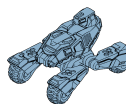
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Sentinel: Tagger

Light Vehicle

Coalition



| SIG  | SPD | SCAN | TARG  | DEF | CM     |
|--|-----|------|-------|-----|--------|
| Small  | 8"  | -    | 6     | 14  | 1      |
| Actions  |     | Cost | Range | ROF | Effect |
| Tag Cannon   |     | A    | 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. |     |      |       |     |        |

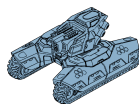
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Virago

Medium Vehicle

Coalition



| SIG   | SPD | SCAN | TARG  | DEF | CM     |
|---|-----|------|-------|-----|--------|
| Medium  | 6"  | -    | 6     | 13  | 2      |
| Actions   |     | Cost | Range | ROF | Effect |
| Close Medium Cannon   |     | A    | 24"   | 2   | KILL   |
| » CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1 TARG against targets within short range. |     |      |       |     |        |


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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 |
| Scanner [SCAN]   |     | A    | 12"   | 1   | REVEAL |
| Double Cannon  |     | A    | 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.   |     |      |       |     |        |
| 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. |     |      |       |     |        |

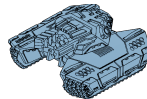
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Guardian: Destroyer

Heavy Vehicle

Coalition



| SIG  | SPD | SCAN | TARG  | DEF | CM     |
|--|-----|------|-------|-----|--------|
| Large  | 4"  | -    | 6     | 13  | 3+1    |
| Actions  |     | Cost | Range | ROF | Effect |
| HMG (VS Infantry only)   |     | A    | 12"   | 3   | KILL   |
| Smart Medium Cannon  |     | A    | 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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Spider Drone: Infiltrator

Robotic Infantry Squad 2

Coalition



| SIG  | SPD | SCAN | TARG  | DEF | CM     |
|--|-----|------|-------|-----|--------|
| -  | 6"  | -    | 6     | 14  | -      |
| Actions  |     | Cost | Range | ROF | Effect |
| Claws  |     | A    | 1"    | 1   | KILL   |
| » SPECIALIZED: +2 TARG vs Infantry targets.  |     |      |       |     |        |
| » CLOSE COMBAT: Ignores Concealment and short range modifiers.   |     |      |       |     |        |
| Go Dark  |     | C    | -     | -   | ★      |
| This Unit gains a Stealth Token.   |     |      |       |     |        |
| 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.   |     |      |       |     |        |
| 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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