



\ -4	Sentinel: Tagger
	Light Vehicle
, ,	Coalition

SPD

8"

SIG

Tag Cannon



2 STUN

14





SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	-	6		13	2
Actions			Cost	Range	ROF	Effect
Close Medium	Cannon		Α	24"	2	KILL

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

SIG	SPD	SCAN	TAR	TARG		СМ
Small	8"	7	5	5		1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]		A	14"	3	REVEAL
MG (VS Infa	intry only)		Α	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 also included.

» TAGGED: Units hit by this weapon suffer -2 DEF until the end of this Taskforce Activation. A Unit can only be Tagged once.

SCAN

TARG

6

Cost Range ROF Effect

A 16"

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GSV: Phantom Ground Support Vehicle



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

Traits

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: Destroyer





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

Traits

 $\textbf{SENTRY:} \ \text{This Unit gains +1 to Reaction Priority Rolls}.$

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.

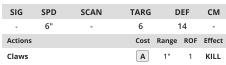
 $\textbf{ALL TERRAIN:} \ This \ Unit ignores \ terrain \ movement \ penalties$



Spider Drone: Infiltrator

Robotic Infantry Squad 2

Coalition



» $\mbox{\bf SPECIALIZED:}$ +2 TARG vs Infantry targets.

» $\ensuremath{\textbf{CLOSE}}$ $\ensuremath{\textbf{COMBAT:}}$ Ignores $\ensuremath{\textbf{Concealment}}$ and short range modifiers.

(C)

Go Dark

This Unit gains a Stealth Token.

Traits

 $\textbf{STEALTHY:} \ This \ Unit begins the game with a \ Stealth \ Token.$

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 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 Stealth Token if an enemy Unit is within 2" and cannot have more than 1.

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