

Coalition



SIG	SPD	SCAN	TAR	TARG		СМ
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [9	CAN]		A	14"	3	REVEAL
MG (VS Infa	ntry only)			12"	2	KILL

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

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

Sentinel: Tagger 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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B3.5.1

16" 2 STUN



Tag Cannon

Sentinel: Hunter

Light Vehicle Coalition



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

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

B3.5.1

Spider Drone: Infiltrator Robotic Infantry Squad (2)

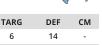
SCAN

Coalition

SPD

6'





Actions Claws KILL

(C)

» SPECIALIZED: +2 TARG vs Infantry targets

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

SIG

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.

B3.5.1



Spider Drone: Solder

Robotic Infantry Squad 4 Coalition



B3.5.1

SIG	SPD	SCAN	TARG		EF	CM
Small	6"	-	6	1	4	-
Actions			Cost R	ange	ROF	Effect
Claure				1"	1	KII I

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

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.



Virago Medium Vehicle

Coalition



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



SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	6	5		13	1
Actions			Cost Range		ROF	Effect
Scanner [SCAN]			A	12"	1	REVEAL
Cannon				16"	1	KILL

Traits

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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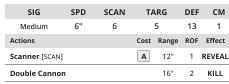
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B3.5.1



GSV: Phantom **Ground Support Vehicle**





Target Lock

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

Coalition

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

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.

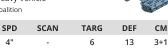
ALL TERRAIN: This Unit ignores terrain movement penalties.



Guardian: Marksman

Heavy Vehicle

Coalition



SIG	SPD	SCAN	TARG	D	EF	CM	
Large	4"	-	6	13		3+1	
Actions			Cost	Range	ROF	Effect	
HMG (VS In		12"	3	KILL			
Railgun		-	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.

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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