

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
<div>Deploy Drones</div> <div><div>C</div><div>-</div><div>-</div><div>★</div></div> <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.</div>					
<div>Traits</div> <div>CARRIER [Spider Drone: Infiltrator]: When this Unit is added to a Force one Spider Drone: Infiltrator Unit is also included.</div>					

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B3.5.2

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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B3.5.2

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
<div>Target Lock</div> <div><div>C</div><div>-</div><div>-</div><div>★</div></div> <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.</div>					
<div>Traits</div> <div>ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.</div> <div>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.</div>					

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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+).					
<div>Traits</div> <div>SENTRY: This Unit gains +1 to Reaction Priority Rolls.</div> <div>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.</div> <div>ALL TERRAIN: This Unit ignores terrain movement penalties.</div>					

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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.					
<div>Go Dark</div> <div><div>C</div><div>-</div><div>-</div><div>★</div></div> <div>This Unit gains a Stealth Token.</div>					
<div>Traits</div> <div>STEALTHY: This Unit begins the game with a Stealth Token.</div> <div>ALL TERRAIN: This Unit ignores terrain movement penalties.</div> <div>PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force. It is automatically included with a Widow Scout Unit.</div>					
<div>Notes</div> <div>STEALTH TOKEN: A Unit with a Stealth Token can only be targeted by enemy Actions with a REVEAL effect. A Unit loses 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.</div>					

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B3.5.2

Infantry Squad

Human Infantry Squad 3

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	5	13	-
Actions	Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)	1-2	A	12"	1	KILL
RPG	3	A	10"	2	KILL
» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1 TARG against targets within short range.					
» TAKE UP: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 1" may be killed instead.					
Traits					
STEALTHY: This Unit begins the game with a Stealth Token.					
HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit with the Taxi trait that is not in this Taskforce.					
ALL TERRAIN: This Unit ignores terrain movement penalties.					

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Bandit

Light Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	5	14	1
Actions	Cost	Range	ROF	Effect	
Scanner [SCAN]	A	12"	2	REVEAL	
MG (VS Infantry only)	A	12"	2	KILL	
Decoy Launcher	A	12"	2	STUN	
» CM MAGNET: Units hit by this weapon must attempt to negate the effect if possible with CM until it has no CM left or it has negated the effect. Excluding Emergency CM.					
Traits					
OBSCURED: When this Unit is the target of an Action outside of short range (6") it gains +1 DEF.					
TAXI: This Unit may be targeted by the Hitch Hiker trait once per Taskforce Activation.					

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B3.5.2

Support Tank

Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	6	13	2
Actions	Cost	Range	ROF	Effect	
Double Cannon	A	16"	2	KILL	
HMG (VS Infantry only)	A	12"	3	KILL	
Traits					
ALL TERRAIN: This Unit ignores terrain movement penalties.					
SHROUD AURA [4" concealment]: Friendly Units within 4" gain Concealment.					

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Med Tank

Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	6	13	2
Actions	Cost	Range	ROF	Effect	
Medium Cannon	A	24"	2	KILL	
» STABILIZER: This weapon does not suffer Long Range penalties.					
Traits					
HIT AND RUN [2" Place]: After this Unit resolves a combat action it may be Placed within 2".					
ALL TERRAIN: This Unit ignores terrain movement penalties.					

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B3.5.2

Heavy Tank

Heavy Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	7"	-	6	13	3
Actions	Cost	Range	ROF	Effect	
Close Support Cannon	A	16"	3	KILL	
» CLUSTERED [3"]: Before resolving this Action, select a point within range and LOS. Only targets within 3" of this point may be targeted. Use the selected point as the attack's origin for determining Concealment. Declare all targets before resolving attacks.					
» SEEKER ROUNDS: This weapon ignores Concealment.					
» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).					
Traits					
RESILIENT: When this Unit suffers a KILL effect, when not already Stunned, it suffers a STUN effect instead.					
ALL TERRAIN: This Unit ignores terrain movement penalties.					

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