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.

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.

Sentinel: Hunter
Light Vehicle
Coalition

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1

Actions		Cost	Range	ROF	Effect
Fusion Cannon		A	8"	1	KILL

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


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: 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.

Spider Drone: Solder
Robotic Infantry Squad (4)
Coalition

SIG	SPD	SCAN	TARG	DEF	CM
Small	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.

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

Virago
Medium Vehicle
Coalition

SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	-	6	13	2

Actions		Cost	Range	ROF	Effect
Medium Cannon		A	24"	2	KILL

Traits

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

GSV: Aurora
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
Cannon		A	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: 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.

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.
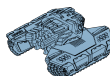

Guardian: Destroyer
Heavy Vehicle
Coalition

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 Med. 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.

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)		A	12"	3	KILL
Railgun		A	-	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.