## 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 also included.
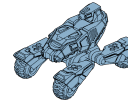
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## Sentinel: Tagger
Light Vehicle
Coalition

| 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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## 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+).

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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** 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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## 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**

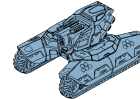**ALL TERRAIN:** This Unit ignores terrain movement penalties.

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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: 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 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.
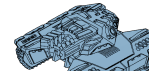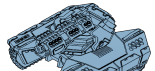
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## GSV: Phantom

## Guardian: Destroyer

## Guardian: Marksman

## 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 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.

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## 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.

**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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## 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.

**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.