

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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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

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 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.						

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B3.5.2

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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B3.5.2




Spider Drone: Solder

Robotic Infantry Squad 4

Coalition






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 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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B3.5.2




Virago

Medium Vehicle

Coalition

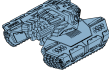




Guardian: Destroyer

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+).						
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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GSV: Aurora

Ground Support Vehicle

Coalition

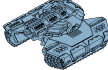




Guardian: Marksman

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.						
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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