

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>C</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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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/Infantry Bases hit by this weapon suffer -2 DEF until the end of this Taskforce Activation. A Unit/Infantry Base can only be Tagged once.					

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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: 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>C</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	5"	-	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>C</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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SIG	SPD	SCAN	TARG	DEF	CM	
Small	7"	7	6	14	1	
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	12"	2	REVEAL
Shock Autocannon			A	16"	2	STUN

» **DEADLY** [Infantry]: This weapon's effect is KILL for Infantry targets.

Forward Observe

A Unit in the same Taskforce immediately resolves its Unit Activation with an Action that has the **Fire Support** trait using this Unit's LOS. This Action can be used once per activation.

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SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	6	12	-
Actions	Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)	1-2	A	12"	1	KILL
AT Charges (VS Vehicles only)	1-2	A	6"	1	KILL
» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this					

» **CLOSE COMBAT:**

» **CLOSE COMBAT:** Ignores Concealment and short range modifiers.

Micro Artillery

» **INFANTRY NETWORK:** Attacks from this weapon can use the LOS of Infantry Teams in this Unit.

» **ADVANCED [CM 4+]: ***

Traits

ADAPTIVE CAMO [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.

ALL TERRAIN: This Unit ignores terrain movement penalties.

MECHANIZED: This Unit may begin the game mounted in a Courier transport. If it does its Ping is not used for the game.

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SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	6	6	13	2
Actions		Cost	Range	ROF	Effect
Scanner [SCAN]		A	10"	1	REVEAL
Cannon		A	16"	1	KILL

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Action then gain an Activated Token. If the Unloading Unit performs a Move Action it may not move within 2" of an enemy Ping.

Load [Free

Units that forfeited their movement in the movement phase or their Action Point are eligible. This Unit cannot perform a Load and an Unload Action in the same Activation.

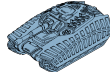
Traits

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens. This may only be used by Units with a CM stat of "-".

TRANSPORT [Small SIG Infantry]: This Unit may be designated the dedicated transport of a small SIG Infantry Unit from your force with the Mechanized trait.

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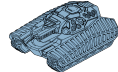
SIG	SPD	SCAN	TARG	DEF	CM	
Medium	7"	-	7	13	2	
Actions			Cost	Range	ROF	Effect
Medium Cannon			A	24"	2	KILL
Traits						
FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets that currently have zero Countermeasures.						

DEFEND [I]

Countermeasure Tokens. This may only be used by Units with a CM stat of "-".

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SIG	SPD	SCAN	TARG	DEF	CM	
Large	5"	-	7	12	3+1	
Actions			Cost	Range	ROF	Effect
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						

PREDATOR

EMERGENCY CM [+1]: This Unit begins the game with 1 Emergency

Emergency CMS automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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