

Widow Scout

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	5	14	1
Actions	Cost	Target	Range	ROF	Effect
Scan	<div>A</div>	Ping	14"	3	SCAN
MG (VS Infantry only)	<div>A</div>	Unit	12"	2	KILL
Deploy Drones	<div>C</div>	Self	-	-	★
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.					

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B3.2

Sentinel: Tagger

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	-	6	14	1
Actions	Cost	Target	Range	ROF	Effect
Tag Cannon	<div>A</div>	Unit	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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B3.2

Virago

Medium Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	-	6	13	2
Actions	Cost	Target	Range	ROF	Effect
Medium Cannon	<div>A</div>	Unit	24"	2	KILL
Traits					
CLOSE AND PERSONAL [+1 TARG]: This Unit 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	Target	Range	ROF	Effect
Scan	<div>A</div>	Ping	12"	1	SCAN
Double Cannon	<div>A</div>	Unit	16"	2	KILL
Target Lock	<div>C</div>	Unit	-	1	★
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.					

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B3.2

Guardian: Destroyer

Heavy Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1
Actions	Cost	Target	Range	ROF	Effect
HMG (VS Infantry only)	<div>A</div>	Unit	12"	3	KILL
Smart Med. Cannon	<div>A</div>	Unit	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 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.					

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B3.2

Spider Drone: Infiltrator

Robotic Infantry Squad

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Coalition



SIG	SPD	SCAN	TARG	DEF	CM
-	6"	-	6	14	-
Actions	Cost	Target	Range	ROF	Effect
Claws	<div>A</div>	Unit	1"	1	KILL
» SPECIALIZED: +2 TARG vs Infantry targets.					
» CLOSE COMBAT: Ignores Concealment and short range modifiers.					
Go Dark	<div>C</div>	Self	-	-	★
Each Infantry Base in this Unit gains a Stealth Token.					
Traits					
STEALTHY: Each 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 loses 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.					

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