

Coalition



SIG	SPD	SCAN	TAR	TARG		CM
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	14"	3	REVEAL
MG (VS Infantry only)		Α	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.

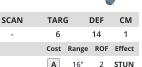


SPD

8"







» 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



SIG

Tag Cannon

Sentinel: Hunter

Light Vehicle Coalition



B3.5.2

SIG	SPD	SCAN	TARG	i I	DEF	CM	
Small	8"	-	6		14	1	
Actions			Cost	Range	ROF	Effect	
Fusion Car	non		Α	8"	1	KILL	

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

GENERATED: 2023-06-13 10:22:57

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Spider Drone: Infiltrator

» CLOSE COMBAT: Ignores Concealment and short range modifiers

STEALTHY: This Unit begins the game with a Stealth Token.

It is automatically included with a Widow Scout Unit.

ALL TERRAIN: This Unit ignores terrain movement penalties.

PACKAGED [Widow Scout]: This Unit cannot be added directly to a Force.

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

TARG

6

Cost

Α

(c)

14

KILL

Robotic Infantry Squad (2)

SCAN

Coalition

» SPECIALIZED: +2 TARG vs Infantry targets

SPD

6'

This Unit gains a Stealth Token.

SIG

Actions

Claws

Traits

Notes

B3.5.2

Spider Drone: Solder

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Robotic Infantry Squad 4 Coalition



B3.5.2

SIG	SPD	SCAN	TARG	DEF	CM
Small	6"	-	6	14	-
Actions			Cost Ran	ge ROF	Effect
Claws			A 1'	1	KILL

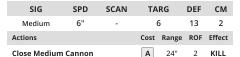
- » SPECIALIZED: +2 TARG vs Infantry targets.
- » CLOSE COMBAT: Ignores Concealment and short range modifiers.

ALL TERRAIN: This Unit ignores terrain movement penalties.



Virago Medium Vehicle

Coalition

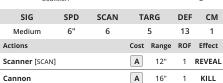


» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1 TARG against targets within short range.



GSV: Aurora

Ground Support Vehicle Coalition



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 immediately before this Unit is Refreshed or Destroyed.

GENERATED: 2023-06-13 10:22:57

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B3.5.2

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B3.5.2



GSV: Phantom **Ground Support Vehicle**



B3.5.2

SIG	SPD	SCAN	TA	RG	DEF	CM
Medium	6"	6		5	13	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	12"	1	REVEAL
Double Canno	1		A	16"	2	KILL
Target Lock			C	-	-	*
Select an enemy Unit in LOS It suffers -2 DFF until the end of this						

Taskforce Activation. A Unit can only be Target Locked once. This Action can be used once per activation.

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.



Guardian: Destrover

Heavy Vehicle

Coalition

SIG	SPD	SCAN	TARG	DI	EF	CM	
Large	4"	-	6	13		3+1	
Actions			Cost	Range	ROF	Effect	
HMG (VS	Infantry only)	A	12"	3	KILL		
Smart M	edium Canı	Α	24"	2	KILL		

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

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.



SIG

Guardian: Marksman





Railgun			A	-	1	KILL
HMG (VS Int	fantry only)		Α	12"	3	KILL
Actions			Cost	Range	ROF	Effect
Large	4"	-	6	1	3	3+1

- » 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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