



## Widow Scout

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG		DEF	CM
Small	8"	7	5		14	1
Actions			Cost	Range	ROF	Effect
Scan			A	14"	3	SCAN
MG (VS Infantry only)			A	12"	2	KILL

### Deploy Drones

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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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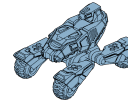
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## Sentinel: Tagger

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Small	8"	-	6	14	1	
Actions			Cost	Range	ROF	Effect
Tag Cannon			<div>A</div>	16"	2	STUN
» <b>TAGGED:</b> 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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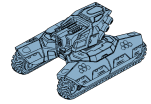
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## Virago

Medium Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	6"	-	6	13	2	
Actions			Cost	Range	ROF	Effect
Medium Cannon			A	24"	2	KILL
Traits						
CLOSE AND PERSONAL (+1 TARG): This Unit gains an additional +1 TARG against targets within						

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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
Scan		A	12"	1	SCAN
Double Cannon		A	16"	2	KILL

### Target Lock

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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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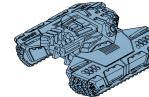
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## Guardian: Destroyer

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 Med. Cannon			A	24"	2	KILL

### Traits

**SENTRY:** This Unit gains +1 to reaction priority 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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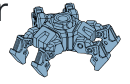
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## Spider Drone: Infiltrator

Robotic Infantry Squad 2

Coalition



SIG	SPD	SCAN	TARG		DEF	CM
-	6"	-	6		14	-
Actions			Cost	Range	ROF	Effect
Claws			A	1"	1	KILL
» <b>SPECIALIZED:</b> +2 TARG vs Infantry targets.						
» <b>CLOSE COMBAT:</b> Ignores Concealment and short range modifiers.						

### Go Dark

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Each Infantry Base in this Unit gains a Stealth Token.

### Traits

**STEALTHY:** 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 successfully 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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