



Widow Scout

Light Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	5	14	1

Actions	Cost	Range	ROF	Effect
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Scanner [SCAN] **A** 14" 3 **REVEAL**

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 also included.

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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
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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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Virago

Medium Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	-	6	13	2

Actions	Cost	Range	ROF	Effect
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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
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Scanner [SCAN] **A** 12" 1 **REVEAL**

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 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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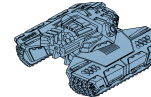
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Guardian: Destroyer

Heavy Vehicle

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1

Actions	Cost	Range	ROF	Effect
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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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Spider Drone: Infiltrator

Robotic Infantry Squad **2**

Coalition



SIG	SPD	SCAN	TARG	DEF	CM
-	6"	-	6	14	-

Actions	Cost	Range	ROF	Effect
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Claws **A** 1" 1 **KILL**

» **SPECIALIZED**: +2 TARG vs Infantry targets.

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

Go Dark

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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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