


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			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 automatically included.					

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
B3.3



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 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
Medium Cannon			A	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	Range	ROF Effect
Scan			A	12"	1 SCAN
Double Cannon			A	16"	2 KILL
Target Lock			C	-	- ★
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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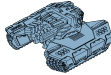
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Guardian: Destroyer

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
» 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.					
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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Spider Drone: Infiltrator

Robotic Infantry Squad 2

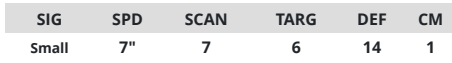
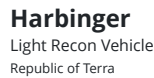
Coalition



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.					
Go Dark			C	-	- ★
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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Shock Autocannon	A	16"	2	STUN
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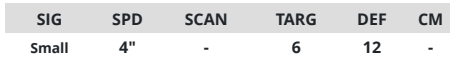
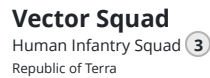
» **DEADLY** [Infantry]: This weapon's effect is KILL for Infantry targets.

Forward Observe A/C - - ★

A Unit in the same Taskforce immediately resolves its 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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<b>AT Charges</b> (Teams 1-2)	<b>A</b>	6"	1	<b>KILL</b>
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» **ADVANCED [CM 4+]:** Countermeasure rolls attempting to negate this weapon's

effect are successful on a 4+ (instead of 5+).

**Micro Artillery** (Team 3) **A** 16" 1 **KILL**  
» **INFANTRY NETWORK:** Attacks from this weapon can use the LOS of Infantry Teams in this Unit.

» **ADVANCED [CM 4+]: \***

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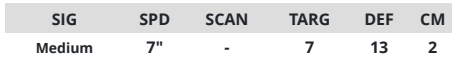
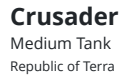
**ADAPTIVE CAMO [+1 DEF]:** When concealed this Unit gains an additional +1 DEF.

**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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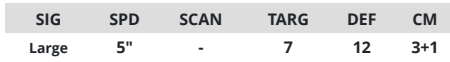
Traits
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**FINISHER [+1 TARG vs zero CM]:** This Unit gains +1 TARG against targets that currently have zero Countermeasures.

**DEFEND** [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens.

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

Traits	
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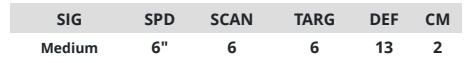
**PREDATOR [+2 TARG]:** This Unit gains +2 TARG against Stunned Units.

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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Cannon	A	16"	1	KILL
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**UNLOAD** Free Action. 2" Blast any carried Units within 2". They may

immediately perform a move or action.

**LOAD** [Free Action, 3"]: Place any eligible Units within 3" in this transport up to its max capacity. Units must forfeit a move or action are eligible.

Traits	
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83	84
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89	90
91	92
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99	100

**DEFEND [Infantry, 4"]:** Infantry within 4" can spend this Unit's Countermeasure Tokens.

**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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