## Widow Scout
**Light Vehicle**
Coalition

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

| Actions | Cost | Range | ROF | Effect |
|---|---|---|---|---|
| Scanner [SCAN] | A | 14" | 3 | REVEAL |
| 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 also included.

## 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.

## Sentinel: Hunter
**Light Vehicle**
Coalition

| SIG | SPD | SCAN | TARG | DEF | CM |
|---|---|---|---|---|---|
| Small | 8" | - | 6 | 14 | 1 |

| Actions | Cost | Range | ROF | Effect |
|---|---|---|---|---|
| Fusion Cannon | A | 8" | 1 | KILL |

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

## 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 | - | - | ★ |

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 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 1.

## Spider Drone: Solder
**Robotic Infantry Squad** 4
Coalition

| SIG | SPD | SCAN | TARG | DEF | CM |
|---|---|---|---|---|---|
| Small | 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.

**Traits**

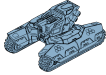ALL TERRAIN: This Unit ignores terrain movement penalties.

## Virago
**Medium Vehicle**
Coalition

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

| Actions | Cost | Range | ROF | Effect |
|---|---|---|---|---|
| Close Medium Cannon | A | 24" | 2 | KILL |

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

## GSV: Aurora
**Ground Support Vehicle**
Coalition

| SIG | SPD | SCAN | TARG | DEF | CM |
|---|---|---|---|---|---|
| Medium | 6" | 6 | 5 | 13 | 1 |

| Actions | Cost | Range | ROF | Effect |
|---|---|---|---|---|
| Scanner [SCAN] | A | 12" | 1 | REVEAL |
| Cannon | A | 16" | 1 | KILL |

**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 to its controlling player immediately before this Unit is Refreshed or Destroyed.

## GSV: Phantom
### Ground Support Vehicle
Coalition

| SIG | SPD | SCAN | TARG | DEF | CM |
|---|---|---|---|---|---|
| Medium | 6" | 6 | 5 | 13 | 1 |

| Actions | Cost | Range | ROF | Effect |
|---|---|---|---|---|
| **Scanner** [SCAN] | A | 12" | 1 | **REVEAL** |
| **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 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.
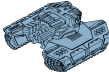
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## Guardian: Destroyer
### Heavy Vehicle
Coalition

| 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 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.
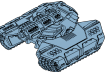
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## Guardian: Marksman
### Heavy Vehicle
Coalition

| 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** |
| **Railgun** | A | - | 1 | **KILL** |

» **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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