

SIG	SPD	SCAN	TAR	G I	DEF	СМ
Small	4"	-	5		13	-
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS In	fantry only)	1-2	Α	12"	1	KILL
RPG		3	Α	10"	2	KILL
» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1						

- TARG against targets within short range
- » TAKE UP: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 1" may be killed instead.

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

HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit with the Taxi trait that is not in this Taskforce.

ALL TERRAIN: This Unit ignores terrain movement penalties.

### **Drone Operator Team** Human Infantry Team (1)

Free Union

SIG	SPD	SCAN	TARG	DEF	СМ
Small	4"	-	6	13	-
Actions			Cost Rar	ge ROF	Effect
Launch Ja	m Drone		A 16	5" 2	JAM

» EXPOSED: Units hit by this weapon do not benefit from Concealment until the end of this Taskforce Activation.

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

HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit with the Taxi trait that is not in this Taskforce.

ALL TERRAIN: This Unit ignores terrain movement penalties

IAM: A Unit suffering the IAM effect becomes Jammed. A Jammed Unit may not spend Command Points to Boost its rolls, but may remove the Jammed status at any time by spending 1 Command Point. A Unit may not be Jammed more than once.

Scrambler Light Vehicle

SIG	SPD	SCAN	TAR	G	DEF	СМ
Small	8"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [	SCAN]		A	12"	2	REVEAL
MG (VS Infa	intry only)		Α	12"	2	KILL
Traits						

SCRAMBLE AURA [16", COST; C , Refresh phasel; While within 12" and LOS of this Unit, enemy Units suffer -2 TARG. 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.

TAXI: This Unit may be targeted by the Hitch Hiker trait once per Taskforce Activation.

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SIG	SPD	SCAN	TARG		DEF	CM
Small	8"	7	-		14	1
Actions			Cost	Range	ROF	Effect
Scanner [9	CAN]		Α	12"	2	REVEAL
Cyber Atta	ack [SCAN]		Α	16"	2	STUN
Position Hack [SCAN] (VS Vab. Only)			(	16"	1	4

Position Hack [SCAN] (VS Veh. Only) Units hit by this attack are Placed within 3" of their current position by the attacker's Controlling Player. This Action can be used once per activation.

### Traits

TAXI: This Unit may be targeted by the Hitch Hiker trait once per Taskforce Activation

**DECOY** [Small]: When this Unit is added to your Force, the Force gains one Small Decoy Ping.



### Drone Wrangler Team

Human & Robotic Infantry Squad 3 Free Union

SIG	SPD	SCAN	TARG		DEF	СМ
Medium	5"	-	6		13	1
Actions		Team	Cost	Range	ROF	Effect
Adv. MG (VS Infe	antry only)	1	Α	12"	2	KILL

» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).

2-3 10"

- » CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1  $\,$ TARG against targets within short range.
- » ADVANCED [CM 4+1: \*

HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit with the Taxi trait that is not in this

ALL TERRAIN: This Unit ignores terrain movement penalties



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	6		13	2
Actions			Cost	Range	ROF	Effect
Medium Cann	on		Α	24"	2	KILL

» STABILIZER: This weapon does not suffer Long Range penalties.

HIT AND RUN [2" Placel: After this Unit resolves a combat action it may be Placed within 2"

ALL TERRAIN: This Unit ignores terrain movement penalties.

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# Support Tank Medium Vehicle

SIG	SPD	SCAN	TA	RG	DEF	CM
Medium	7"	-	6		13	2
Actions			Cost	Range	ROF	Effect
Double Canno	n		Α	16"	2	KILL
HMG (VS Infant	ry only)		Α	12"	3	KILL
Traits						

ALL TERRAIN: This Unit ignores terrain movement penalties. SHROUD AURA [4" concealment]: Friendly Units within 4" gain Concealment



### Tank Hunters

Mounted Infantry Squad (2)

SIG SPD SCAN **TARG** DEF CM Large 8" 6 14 Actions Cost Range ROF Effect

A

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

ALL TERRAIN: This Unit ignores terrain movement penalties MOUNTED INFANTRY: Infantry Bases in this Unit may not enter buildings



## **Heavy Tank**

Heavy Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	7"	-	6	13	3
Actions			Cost Ra	nge ROF	Effect
Close Supp	ort Canno	on	A 1	6" 3	KILL

- » CLUSTERED [3"]; Before resolving this Action, select a point within range and LOS. Only targets within 3" of this point may be targeted. Use the selected point as the attack's origin for determining Concealment, Declare all targets before resolving attacks.
- » SEEKER ROUNDS: This weapon ignores Concealment.
- » ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).

RESILIENT: When this Unit suffers a KILL effect, when not already Stunned, it suffers a STUN effect instead.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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