Infantry Squad

Human Infantry Squad (3)

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	5	13	-

Actions	Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)	1-2	A	12"	1	KILL
RPG	3	A	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.

Traits

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 in this Taskforce with the Taxi trait that was Revealed in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties.

Jam Drone Team

Human Infantry Team (1)

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	5	13	-

Actions	Cost	Range	ROF	Effect
Launch Jam Drone	A	16"	2	JAM

Traits

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 in this Taskforce with the Taxi trait that was Revealed in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties.

Notes

JAM: A Unit suffering the JAM 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

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	6	14	1

Actions	Cost	Range	ROF	Effect
Scanner [SCAN]	A	12"	2	REVEAL
MG (VS Infantry only)	A	12"	2	KILL

Traits

SCRAMBLE AURA [6", COST: (C), Refresh phase]: While within 6" and LOS of this Unit, enemy Units suffer -2 TARG and enemy Pings may not be Revealed. 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.

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

Technical

Light Vehicle

Free Union

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

Actions	Cost	Range	ROF	Effect
Scanner [SCAN]	A	12"	2	REVEAL
Cyber Attack [SCAN]	A	16"	2	STUN
Position Hack [SCAN] (VS Veh. Only)	C	16"	1	★

Units hit by this attack are Placed within 3" of their current position by the attacker's Controlling Player. This Action may only be performed once per Unit Activation.

Traits

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

Drone Wrangler Team

Human & Robotic Infantry Squad (3)

Free Union

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

Actions	Team	Cost	Range	ROF	Effect
Adv. MG (VS Infantry only)	1	A	12"	2	KILL
Adv. RPG	2-3	A	10"	1	KILL

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

» **ADVANCED** [CM 4+]: *

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

Traits

HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit in this Taskforce with the Taxi trait that was Revealed in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties.

Med Tank

Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	6	13	2

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

Traits

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

Support Tank

Medium Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	6	6	13	2

Actions	Cost	Range	ROF	Effect
Double Cannon	A	16"	2	KILL
CM Hack [SCAN]	C	16"	2	★

Units hit by this weapon resolve a CM check for each CM (non-hardened) it has and removes a CM for each failed check. This Action may only be performed once per Unit Activation.

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

Tank Hunters

Mounted Infantry Squad (3)

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	8"	-	6	14	2

Actions	Cost	Range	ROF	Effect
Smart Bombs	A	10"	1	KILL

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

Traits

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	Range	ROF	Effect
Close Support Cannon	A	16"	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.

» **SMART SHRAPNEL:** Units targeted by this weapon do not benefit from Concealment.

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

Traits

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.

Tortoise

Heavy Vehicle

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	7"	-	6	13	4

Actions	Cost	Range	ROF	Effect
Double Cannon	A	16"	2	**KILL**
HMG (VS Infantry only)	A	12"	3	**KILL**

Traits

DEFENDER AURA [4", COST: C , Refresh phase**]:** Friendly Units within 4" and **LOS** can spend this Unit's **Countermeasure Tokens**. 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.