

SIG	SPD	SCAN	ı	TAR	G	DEF	СМ
Small	4"	7		5		13	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Inf	fantry only)		1-3	Α	12"	1	KILL
Adv. RPG			4	Α	10"	2	KILL

- » ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+)
- » 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 3" 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 Transport trait that was ${\bf Revealed}$ in a previous ${\bf Turn}.$

ALL TERRAIN: This Unit ignores terrain movement penalties.

Scrambler Light Vehicle Free Union

SIG	SPD	SCAN	TAR	.G	DEF	СМ
Small	8"	7	-		14	1
Actions			Cost	Range	ROF	Effect
Scanner [5	SCAN]		Α	12"	2	REVEAL
MG (VS Infa	intry only)		Α	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.

TRANSPORT: 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

SIG	SPD	SCAN	TAR	G	DEF	CM
Small	8"	7	-		14	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]		Α	12"	2	REVEAL
Cyber Attack [SCAN]			Α	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

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

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Buggy Light Vehicle Free Union

SIG	SPD	SCAN	TAR	TARG		CM		
Small	8"	7	6		14	1		
Actions			Cost	Range	ROF	Effect		
Scanner [9	CAN]		A	12"	2	REVEAL		
CM Hack [SCAN]		C	16"	2	*		
** - 1: 1: 1: 1 - 1	with his ball in the second of the defendance of the second of the secon							

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

Adv. MG (VS Infantry only)

[A] 12" » ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this

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

weapon's effect are successful on a 4+ (instead of 3+).



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 Int	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+).

KILL

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

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 Transport 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 Cann	on		Α	24"	2	KILL
Traits						

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

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SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	5	13	2
Actions			Cost Ra	inge ROF	Effect
Hunter Killer	Drone		A 1	16" 3	KILL

» TARGET ANALYSIS: This Action gains +3 TARG against Units hit by a REVEAL effect while already Revealed during this Taskforce Activation.

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.



Tank Hunters

Mounted Infantry Squad (3)

SIG	SPD	SCAN	TARG	DEF	CM
Large	8"	-	6	14	2
Actions			Cost Ra	nge ROF	Effect
Smart Bon	nbs		A 1	0" 1	KILL

» 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



Tortoise

Heavy Vehicle

SIG	SPD	SCAN	TARG	3	DEF	CM
Large	7"	-	6		13	4
Actions			Cost	Range	ROF	Effect
Double Ca	nnon		A	16"	2	KILL
HMG (VS In	fantry only)		Α	12"	3	KILL
Tuelte						

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.

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