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"	1	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 with the **Taxi** trait that is not in this **Taskforce**.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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Drone Operator Team

Human Infantry Team (1)

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	-	6	13	-

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

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

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 with the **Taxi** trait that is not in this **Taskforce**.

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.

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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** in the **Reveal Phase**. 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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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 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.

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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+).

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

» **ADVANCED [CM 4+]:** *

Traits

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.

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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.

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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]	A/C	16"	2	★

Units hit by this weapon resolve a **CM** check for each **CM** (not Emergency **CM**) it has and removes a **CM** for each failed check. Multi-Base Units must resolve checks for each Infantry Base separately. This Action can be used once per activation.

Traits

ALL TERRAIN: This Unit ignores terrain movement penalties.

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Tank Hunters

Mounted Infantry Squad (2)

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.

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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.

» **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+).

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.

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