



SIG	SPD	SCAN	TARG	DEF	CM	
Small	4"	-	5	13	-	
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)		1-2		12"	1	KILL
RPG		3		10"	2	KILL

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

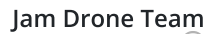
» **TAKE UP**: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 1\* may be killed instead.

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

**ALL TERRAIN:** This Unit ignores terrain movement penalties.

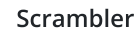
B3.5.1



SIG	SPD	SCAN	TARG	DEF	CM	
Small	4"	-	5	13	-	
Actions			Cost	Range	ROF	Effect
Launch Jam Drone			16"	2	JAM	
<b>Traits</b> <b>STEALTHY:</b> This Unit begins the game with a Stealth Token. <b>HITCH HIKER:</b> 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.						

**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.

B3.5.1



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)				12"	2	KILL
Traits						
<b>SCRAMBLE AURA</b> [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						

**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.

B3.5.1



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]				16"	2	STUN
Position Hack [SCAN] (VS Veh. Only)				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.

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

B3.5.1

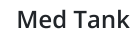


SIG	SPD	SCAN	TARG	DEF	CM
Medium	5"	-	6	13	1
Actions	Team	Cost	Range	ROF	Effect
Adv. MG (VS Infantry only)	1		12"	2	KILL
» <b>ADVANCED</b> [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).					
Adv. RPG	2-3		10"	1	KILL
» <b>ADVANCED</b> [CM 4+]: *					
» <b>CLOSE AND PERSONAL</b> [+1 TARG]: This Action gains an additional +1					

**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.

B3.5.1



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	7"	-	6	13	2	
Actions			Cost	Range	ROF	Effect
Medium Cannon				24"	2	KILL
Traits						
<p><b>HIT AND RUN</b> [2" Place]: After this Unit resolves a combat action it may be Placed within 2".</p> <p><b>ALL TERRAIN:</b> This Unit ignores terrain movement penalties.</p>						

B3.5.1



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	7"	6	6	13	2	
Actions			Cost	Range	ROF	Effect
Double Cannon			16"	2	KILL	
CM Hack [SCAN]			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.

**ALL TERRAIN:** This Unit ignores terrain movement penalties.

B3.5.1



SIG	SPD	SCAN	TARG	DEF	CM	
Large	8"	-	6	14	2	
Actions			Cost	Range	ROF	Effect
<b>Smart Bombs</b>				10"	1	KILL
» <b>SMART</b> [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).						
Traits						
<b>ALL TERRAIN:</b> This Unit ignores terrain movement penalties.						

buildings.

B3.5.1



SIG	SPD	SCAN	TARG	DEF	CM	
Large	7"	-	6	13	3	
Actions			Cost	Range	ROF	Effect
Close Support Cannon				16"	3	KILL

• **CLUSTERED [3"]:** Before resolving this action, select a point within range and LOS. Only Units within 3" of this point may be targeted. Use the selected point as the attacks origin for determining concealment. Declare all targets before resolving attacks.

» **ADVANCED [CM 4+]:** Countermeasure rolls attempting to negate this

B3.5.1



# Tortoise


Heavy Vehicle  
Free Union

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

Actions	Cost	Range	ROF	Effect
Double Cannon		16"	2	KILL

HMG (VS Infantry only)		12"	3	KILL
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Traits

**DEFENDER AURA** [4", COST: ], 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.