

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 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)

SIG	SPD	SCAN	TAR	3 I	DEF	СМ
Small	4"	-	5		13	-
Actions			Cost	Range	ROF	Effect
Launch Jar	m Drone		Α	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.

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

SIG	SPD	SCAN	TAR	G	DEF	СМ
Small	8"	7	6		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 phasel; 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.

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Light Vehicle Free Union

SIG	SPD	SCAN	TAR	TARG		CM
Small	8"	7	-		14	1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		Α	12"	2	REVEAL
Cyber Atta	ack [SCAN]		Α	16"	2	STUN
Desition U	agle [CCAN]	0(0)(-1-0-1-)	0	16"	-1	

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 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	СМ
Medium	5"	-	(	6	13	1
Actions		Team	Cost	Range	ROF	Effect
Adv. MG (VS Inf	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 Taxi trait that was Revealed in a previous Turn.

ALL TERRAIN: This Unit ignores terrain movement penalties



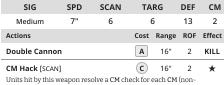
SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	6	13	2
Actions			Cost Rai	nge ROF	Effect
Medium Cann	on		A 24	1" 2	KILL
Tuelte					

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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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



### Tank Hunters

Free Union

SIG	SPD	SCAN	TARG	DEF	CM
Large	8"	-	6	14	2
Actions			Cost Rar	nge ROF	Effect
Smart Bon	nbs		A 10	)" 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



## **Heavy Tank**

Heavy Vehicle Free Union

SIG	SPD	SCAN	TAR	3 I	DEF	CM
Large	7"	-	6		13	3
Actions			Cost	Range	ROF	Effect
Close Supi	port Canno	on	Α	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.

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SIG	SPD	SCAN	TAR	3	DEF	СМ
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
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.

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