



Hawk AI
Support Specialist
Coalition



Command: 7

Actions

Stat Cost Range ROF Effect

Artillery Strike

TARG C - 2 KILL

This Action can be used once per activation.

- » **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.
- » **EXTREME RANGE**: Ignores short/long range modifiers. Min range 6". Max range unlimited.
- » **GRANTED**: The following Units gain this Action: Widow Scout, GSV: Phantom, GSV: Aurora.

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Wolf AI
Infantry Specialist
Coalition



Command: 7

Passive Abilities

Unit Upgrades: Spider Drone: Solider Units in this Force gain Regroup.

» **Regroup** [6"]: When this Unit has an **Overwatch Token**, it may be **Placed** within 6" of their current position immediately after **Taskforce Designation** (including in **Reaction Engagements**).


Unit Restrictions: This Force cannot include the following Units: .

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Sofia Avery
Infantry Specialist
Republic of Terra



Command: 7

Command Abilities

Reposition [2 Infantry, 3"] **C** Up to 2 Infantry Units in the current Taskforce may be Placed within 3" of their current position immediately after Taskforce Designation (including in Reaction Engagements).

Brace [Infantry, 3 CM] **C** Immediately after a Reaction Engagement is declared and before resolving Reaction Priority Rolls, up to 3 Infantry Bases belonging to friendly Taskforce Units gain 1 Countermeasure Token. They are removed at the end of the Taskforce Activation.

Passive Abilities

Unit Upgrades: Courier Units in this Force gain Covert.

» **Covert:** When a this Unit is Revealed in your Reveal Phase, you may pay **C** , if you do it gains a Stealth Token.

Unit Restrictions: This Force cannot include the following Units: Harbinger.



FU Advisor 1


Human Advisor

Free Union



Command: 7

Command Abilities

Prioritize:  You may swap the Priority Rolls of 2 friendly Units participating in a Reaction Engagement immediately after all Priority Rolls are resolved. This may be used multiple times.

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