

Vector Squad

Human Infantry Squad 3 Republic of Terra



1 KILL

SIG	SPD	SCAN	TAR	G I	DEF	CM
Small	4"	-	6		12	-
Actions			Cost	Range	ROF	Effect
Rifle (Team	s 1-2, vs inf.	only)	A	12"	1	KILL
AT Charge	s (Teams 1-2)	A	6"	1	KILL

» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).

Micro Artillery (Team 3) **A** 16"

- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this Unit.
- » ADVANCED [CM 4+]: *

Traits

ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional ± 1 DEF

ALL TERRAIN: This Unit ignores terrain movement penalties.

MECHANIZED: This Unit may begin the game mounted in a Courier transport. If it does its Ping is not used for the game.

B3.3

Seeker Team

Human Infantry Squad 1 Republic of Terra



- » DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.
- » DOUBLE TAP: This weapon's effect is KILL for Stunned targets.

A/C

A Unit in the same Taskforce immediately resolves its activation with an action that has the Fire Support trait using this Unit's LOS. This action can be used

(C)

Each Infantry Base in this Unit gains a Stealth Token.

ADAPTIVE CAMO [+1 DEFI: When concealed this Unit gains an additional +1 DEF

ALL TERRAIN: This Unit ignores terrain movement penalties.

STEALTHY: Each each Infantry Base in this Unit begins the game with a Stealth Token

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Goliath Squad

SPD

5"

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.

SIG

Medium

MG (VS Infantry only)

Advanced Cannon

Human Infantry Squad (3) Republic of Terra

SCAN

B3.3



Courier

Medium Transport Republic of Terra



SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	6		13	2
Actions			Cost	Range	ROF	Effect
Scan			Α	10"	1	SCAN
Cannon			Α	16"	1	KILL

UNLOAD [Free Action, 3"]: Place any carried Units within 3". They may immediately perform a move or action.

LOAD [Free Action, 3"]: Place any eligible Units within 3" in this transport up to its max capacity. Units must forfeit a move or action are eligible.

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens

TRANSPORT [Small SIG Infantry]: This Unit may be designated the dedicated transport of a small SIG Infantry Unit from your force with the Mechanized trait.



Harbinger

	Republic of	Terra					
SIG	SPD	SCAN	TARG	DEF	CM		
mall	7"	7	6	14	1		

Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scan			A	12"	2	SCAN
Shock Auto	ocannon		Α	16"	2	STUN

» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets

A Unit in the same Taskforce immediately resolves its activation with an action that has the Fire Support trait using this Unit's LOS. This action can be used

A/C



B3.3

Crusader Medium Tank

Republic of Terra



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Cannon		Α	24"	2	KILL	
Traits						

FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets that currently have zero Countermeasures.

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure

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Mandible Heavy Artillery

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Rang	e ROF	Effect
Heavy Arti	llery		A+C -	4	KILL

- » FIRE SUPPORT: Eligible for the Forward Observe action
- » EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max
- » 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.

Shock Artillery Α 4 STUN

- » FIRE SUPPORT: *
- » CLUSTERED [6"1: *
- » DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets



Samson

Heavy Tank Republic of Terra



SIG	SPD	SCAN	TARG	D	EF	CM
Large	5"	-	7	1	2	3+1
Actions			Cost	Range	ROF	Effect
Smart Med	l. Cannon		Α	24"	2	KILL

» SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).

Traits

PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.

HARDENED CM [+1]: This Unit begins the game with 1 Hardened Countermeasure Token (indicated as +1 under CM). Hardened CMs automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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