## Vector Squad
Human Infantry Squad (3)
Republic of Terra

| SIG | SPD | SCAN | TARG | DEF | CM |
|---|---|---|---|---|---|
| Small | 4" | - | 6 | 12 | - |

| Actions | Team | Cost | Range | ROF | Effect |
|---|---|---|---|---|---|
| **Rifle** (VS Infantry only) | 1-2 | A | 12" | 1 | **KILL** |
| **AT Charges** (VS Vehicles only) | 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+).

» **CLOSE COMBAT:** Ignores Concealment and short range modifiers.

| Micro Artillery | 3 | A | 16" | 1 | **KILL** |
|---|---|---|---|---|---|

» **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 this Unit benefits from Concealment it 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.

## Seeker Team
Human Infantry Squad (1)
Republic of Terra

| SIG | SPD | SCAN | TARG | DEF | CM |
|---|---|---|---|---|---|
| Small | 4" | 7 | 7 | 12 | - |

| Actions | Cost | Range | ROF | Effect |
|---|---|---|---|---|
| **Scanner** [SCAN] | A | 12" | 2 | **REVEAL** |
| **Shock Sniper Rifle** | A | 24" | 2 | **STUN** |

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

» **DOUBLE TAP:** This weapon's effect is KILL for Stunned targets.

| **Forward Observe** | A/C | - | - | ★ |
|---|---|---|---|---|

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

| **Go Dark** | C | - | - | ★ |
|---|---|---|---|---|

This Unit gains a Stealth Token.

### Traits
**ADAPTIVE CAMO** [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.

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

**STEALTHY:** This Unit begins the game with a Stealth Token.

## Goliath Squad
Human Infantry Squad (3)
Republic of Terra

| SIG | SPD | SCAN | TARG | DEF | CM |
|---|---|---|---|---|---|
| Medium | 5" | - | 6 | 13 | 1 |

| Actions | Cost | Range | ROF | Effect |
|---|---|---|---|---|
| **MG** (VS Infantry only) | A | 12" | 2 | **KILL** |
| **Advanced Cannon** | A | 16" | 1 | **KILL** |

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

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

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

## Courier
Medium Transport
Republic of Terra

| SIG | SPD | SCAN | TARG | DEF | CM |
|---|---|---|---|---|---|
| Medium | 6" | 6 | 6 | 13 | 2 |

| Actions | Cost | Range | ROF | Effect |
|---|---|---|---|---|
| **Scanner** [SCAN] | A | 10" | 1 | **REVEAL** |
| **Cannon** | A | 16" | 1 | **KILL** |

**Unload** [Free Action, 3"]: The carried Unit is Placed within 3". They become part of the current Taskforce and may immediately perform an Action then gain an Activated Token. If the Unloading Unit performs a Move Action it may not move within 2" of an enemy Ping.

**Load** [Free Action, 3"]: Place an eligible Unit within 3" in this transport. Units that forfeited their movement in the movement phase or their Action Point are eligible. This Unit cannot perform a Load and an Unload Action in the same Activation.

### Traits
**DEFEND** [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens. This may only be used by Units with a CM stat of "-".

**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
Light Recon Vehicle
Republic of Terra

| SIG | SPD | SCAN | TARG | DEF | CM |
|---|---|---|---|---|---|
| Small | 7" | 7 | 6 | 14 | 1 |

| Actions | Cost | Range | ROF | Effect |
|---|---|---|---|---|
| **Scanner** [SCAN] | A | 12" | 2 | **REVEAL** |
| **Shock Autocannon** | A | 16" | 2 | **STUN** |

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

| **Forward Observe** | A/C | - | - | ★ |
|---|---|---|---|---|

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

## Crusader
Medium Tank
Republic of Terra

| SIG | SPD | SCAN | TARG | DEF | CM |
|---|---|---|---|---|---|
| Medium | 7" | - | 7 | 13 | 2 |

| Actions | Cost | Range | ROF | Effect |
|---|---|---|---|---|
| **Medium Cannon** | A | 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 Tokens. This may only be used by Units with a CM stat of "-".

## Mandible

**Heavy Artillery**
Republic of Terra

| SIG | SPD | SCAN | TARG | DEF | CM |
|-----|-----|------|------|-----|-----|
| Large | 5" | - | 6 | 11 | - |

| Actions | | Cost | Range | ROF | Effect |
|---------|--|------|-------|-----|--------|
| **Heavy Artillery** | | A+C | - | 4 | KILL |

» **FIRE SUPPORT:** Eligible for the Forward Observe Action.

» **EXTREME RANGE:** Ignores short/long range modifiers. Min range 6". Max range unlimited.

» **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.

| Actions | | Cost | Range | ROF | Effect |
|---------|--|------|-------|-----|--------|
| **Shock Artillery** | | A | - | 4 | STUN |

» **FIRE SUPPORT:** *

» **EXTREME RANGE:** *

» **CLUSTERED [6"]:** *

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

## Samson

**Heavy Tank**
Republic of Terra

| SIG | SPD | SCAN | TARG | DEF | CM |
|-----|-----|------|------|-----|-----|
| Large | 5" | - | 7 | 12 | 3+1 |

| Actions | | Cost | Range | ROF | Effect |
|---------|--|------|-------|-----|--------|
| **Smart Medium Cannon** | | A | 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.

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

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