

Vector Squad

Human Infantry Squad 3 Republic of Terra



SIG	SPD	SCA	N	TAR	G	DEF	СМ
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)			1-2	Α	12"	1	KILL
AT Charges (VS Vehicles only)			1-2	Α	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+1:

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.

B3.4

Seeker Team

Human Infantry Squad 1 Republic of Terra

SIG	SPD	SCAN	TAR	TARG		СМ
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
Shock Snip	er Rifle		Α	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 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.

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

ALL TERRAIN: This Unit ignores terrain movement penalties.

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

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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]]		Α	10"	1	REVEAL
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 $% \left(1\right) =\left(1\right) \left(1\right)$ 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

Light Recon Vehicle Republic of Terra



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SIG	SPD	SCAN	TARG		DEF	CM
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		Α	12"	2	REVEAL
Shock Aut	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 once per activation.



Crusader

Medium Tank Republic of Terra

Goliath Squad

SPD

5"

SIG

Medium

MG (VS Infantry only)

Advanced Cannon

Human Infantry Squad (3) Republic of Terra

SCAN

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

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

weapon's effect are successful on a 4+ (instead of 3+)

ALL TERRAIN: This Unit ignores terrain movement penalties.

TARG

6

Α 12" 2 KILL

Α 16' 1 KILL

13



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Cann	on		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 Tokens

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Mandible Heavy Artillery

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Range	e ROF	Effect
Heavy Art	illery		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 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



- » 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	D	EF	CM
Large	5"	-	7	1	2	3+1
Actions			Cost	Range	ROF	Effect
Smart Me	dium Can	non	Α	24"	2	KILL

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

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.

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