

Vector Squad

Human Infantry Squad (3)



Republic of Terra

SIG	SPD	SCAN	TARG		DEF	CM
Small	4"	-	(5	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 Α 16" 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

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. B3.5.2

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Seeker Team

Human Infantry Squad (1)

Republic of Terra

Cost	7 Range	12 ROF	
Cost	Range	DOE	TEE
	Kunge	KUF	Effect
A	12"	2	REVEAL
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 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

This Unit gains a Stealth Token.

Traits

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

ALL TERRAIN: This Unit ignores terrain movement penalties. STEALTHY: This Unit begins the game with a Stealth Token.

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B3.5.2



Goliath Squad Human Infantry Squad (3)

Republic of Terra



SIG	SPD	SCAN	1	ARG	DEI	СМ
Mediun	n 5"	-		6	13	1
Actions			Cost	Range	ROF	Effect
MG (VS Infantry only)			A	12"	2	KILL
Advanced Cannon			Α	16"	1	KILL

» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's 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.

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Courier /ledium Transport

Republic of Terra



SIG	SPD	SCAN		ΓARG	DE	F CM
Medium	6"	6		6	13	3 2
Actions			Cost	Range	ROF	Effect
Scanner [SCAN	1]		A	10"	1	REVEAL
Cannon			Α	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.



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ght Recon Vehicle	
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SIG	SPD	SCAN	TARG		DE	F CM
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]		A	12"	2	REVEAL
Shock Aut	ocannon		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 Republic of Terra



SIG	SPD	SCAN	TARG		ARG DE	
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Canr	non		Α	24"	2	KILL
Tuelte						

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

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 "-".

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4 STUN

SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Range	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 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.

[A]

Shock Artillery

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





SIG	SPD	SCAN	TARG		DEF	CM
Large	5"	-	7		12	3+1
Actions			Cost	Range	ROF	Effect
Smart Me	dium Can	non	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.

 $\label{lem:embedding} \textbf{EMERGENCY CM [+1]:} This Unit begins the game with 1 Emergency Countermeasure Token (indicated as +1 under CM). Emergency CMs automatically succeed and do not regenerate.$

ALL TERRAIN: This Unit ignores terrain movement penalties.

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