




Harbinger

Light Recon Vehicle

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Small	7"	7	6	14	1	
Actions			Cost	Range	ROF	Effect
Scan			A	12"	2	SCAN
Shock Autocannon			A	16"	2	STUN

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

Forward Observe

A/C

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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.


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Vector Squad

Human Infantry Squad 3

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Small	4"	-	6	12	-	
Actions			Cost	Range	ROF	Effect
Rifle (Teams 1-2, vs inf. only)			A	12"	1	KILL
AT Charges (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"

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 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.


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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			A	10"	1	SCAN
Cannon			A	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.

Traits

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.

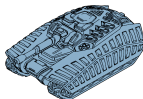
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B3.3

Crusader

Medium Tank

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	7"	-	7	13	2	
Actions			Cost	Range	ROF	Effect
Medium Cannon			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.

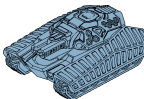
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Samson

Heavy Tank

Republic of Terra



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

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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