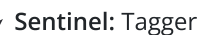
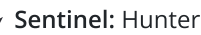


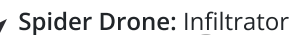
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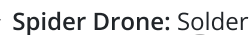
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**ADAPTIVE CAMO** [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.

**SHROUD AURA** [4\* concealment]: Friendly Units within 4" gain Concealment.

**DEFENSE AURA** [COST: 



**Traits**


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



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	6"	-	6	13	2	
Actions			Cost	Range	ROF	Effect
Close Medium Cannon			A	24"	2	KILL

» **CLOSE AND PERSONAL** [+1 TARG]: This Action gains an additional +1 TARG against targets within short range.






GSV: Phantom

Ground Support Vehicle


Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	6	5	13	1
Actions		Cost	Range	ROF	Effect
Scanner [SCAN]		A	12"	1	REVEAL
Double Cannon		A	16"	2	KILL
Target Lock		C	-	-	★
Select an enemy Unit in LOS. It suffers -2 DEF until the end of this Taskforce Activation. A Unit can only be Target Locked once. This Action can be used once per activation.					
Traits					
<b>ADAPTIVE CAMO</b> [+1 DEF]: When this Unit benefits from Concealment it gains an additional +1 DEF.					
<b>AMBUSH</b> : When declaring participating Units of a Reaction Engagement, select a Ping matching this Unit's SIG. This Unit is immediately Revealed using the selected Ping and becomes a participating Unit in the Reaction Engagement. If the selected Ping has an Activated Token it is immediately removed. Ambush may only be used if this Unit has not been Revealed yet.					

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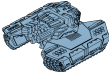
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Guardian: Destroyer

Heavy Vehicle


Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1
Actions		Cost	Range	ROF	Effect
HMG (VS Infantry only)		A	12"	3	KILL
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					
<b>SENTRY</b> : This Unit gains +1 to Reaction Priority Rolls.					
<b>EMERGENCY CM</b> [+1]: This Unit begins the game with 1 Emergency Countermeasure Token (indicated as +1 under CM). Emergency CMs automatically succeed and do not regenerate.					
<b>ALL TERRAIN</b> : This Unit ignores terrain movement penalties.					

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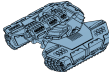
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Guardian: Marksman

Heavy Vehicle


Coalition



SIG	SPD	SCAN	TARG	DEF	CM
Large	4"	-	6	13	3+1
Actions		Cost	Range	ROF	Effect
HMG (VS Infantry only)		A	12"	3	KILL
Railgun		A	-	1	KILL
» OVERKILL [CM 6+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 6+ (instead of 3+).					
» EXTREME RANGE: Ignores short/long range modifiers. Min range 6". Max range unlimited.					
Traits					
<b>SENTRY</b> : This Unit gains +1 to Reaction Priority Rolls.					
<b>EMERGENCY CM</b> [+1]: This Unit begins the game with 1 Emergency Countermeasure Token (indicated as +1 under CM). Emergency CMs automatically succeed and do not regenerate.					
<b>ALL TERRAIN</b> : This Unit ignores terrain movement penalties.					

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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.						

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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.					

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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.					

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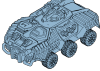
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Courier

Medium Transport


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	6	6	13	2
Actions		Cost	Range	ROF	Effect
Scanner [SCAN]		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.					

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
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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.					

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B3.5.2



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 "-".					

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
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Mandible

Heavy Artillery


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions					
Heavy Artillery			<div>A+C</div>	-	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.					
Shock Artillery					
			<div>A</div>	-	4 STUN
» FIRE SUPPORT: *					
» EXTREME RANGE: *					
» CLUSTERED [6"]: *					
» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.					

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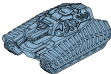
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Samson

Heavy Tank

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1
Actions					
Smart Medium Cannon			<div>A</div>	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.					

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