

Vector Squad

Human Infantry Squad 3 Republic of Terra



SIG	SPD	SCA	N	TARG		DEF	CM
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
INCANTRY NETWORK Association				4h - T C	00 -6

Infantry Teams in this Unit.

» ADVANCED [CM 4+1:

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 [9	CAN]		Α	12"	2	REVEAL	
Shock Sni _l	per 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.

A/C

A Unit in the same Taskforce immediately resolves its activation with an action that has the $\overline{\rm Fire}$ 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 I+1 DEFI: When this Unit benefits from Concealment it gains an additional +1 DEF.

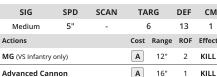
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ALL TERRAIN: This Unit ignores terrain movement penalties.

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

Republic of Terra SIG SPD

Goliath Squad Human Infantry Squad 3



» 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

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	СМ	
Small	7"	7	6		14	1	
Actions			Cost	Range	ROF	Effect	
Scanner [9	CAN]		Α	12"	2	REVEAL	
Shock Autocannon			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.

A/C



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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Mandible

Heavy Artillery Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Ran	ge ROF	Effect
Heavy Art	illerv		A+C -	4	KILI

- » 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

Republic of Terra



SIG	SPD	SCAN	TARG	DI	EF	СМ	
Large	5"	-	7	1	2	3+1	
Actions			Cost	Range	ROF	Effect	
Smart Med	lium 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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