

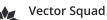


SIG	SPD	SCAN	TAR	TARG		СМ
Small	7"	7	6	6		1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
Shock Autocannon		Α	16"	2	STUN	

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

A/C **Forward Observe**

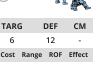
A Unit in the same Taskforce immediately resolves its Unit Activation with an Action that has the Fire Support trait using this Unit's LOS. This Action can be used once per activation.

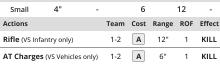


SPD

Human Infantry Squad 3 Republic of Terra

SCAN





- » 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.

A Micro Artillery 3 16" 1

- » INFANTRY NETWORK: Attacks from this weapon can use the LOS of Infantry Teams in this Unit.
- » ADVANCED [CM 4+1:

Traits

SIG

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.

Countermeasure Tokens. This may only be used by Units with a CM

Unload Action in the same Activation.

Courier

Republic of Terra

SPD

6"

SCAN

6

Unload [Free Action, 3"]: The carried Unit is Placed within 3". They

Move Action it may not move within 2" of an enemy Ping.

become part of the current Taskforce and may immediately perform an

Action then gain an Activated Token. If the Unloading Unit performs a

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

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's

TRANSPORT [Small SIG Infantry]: This Unit may be designated the

TARG

6

16'

Α 10" 1 REVEAL

Α

13

ROF

KILL

SIG

Medium

Scanner [SCAN]

Actions

Cannon

Medium Transport

dedicated transport of a small SIG Infantry Unit from your force with the Mechanized trait.

B3.5.2

B3.5.2

B3.5.2





SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Cann	on		A	24"	2	KILL

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

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Samson

Heavy Tank Republic of Terra



SIG	SPD	SCAN	TARG	DE	F	CM
Large	5"	-	7	12	2	3+1
Actions			Cost Ra	ange	ROF	Effect
Smart Med	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+).

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.

 $\begin{tabular}{ll} \textbf{ALL TERRAIN:} This Unit ignores terrain movement penalties. \end{tabular}$



B3.5.2

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B3.5.2

