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+**]:** *

» **TAKE UP:** When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 1" may be killed instead.

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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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 **Unload**ing 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.

GENERATED: 2023-09-09 15:19:48 B3.5.2

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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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 "-".

GENERATED: 2023-09-09 15:19:48 B3.5.2

Mandible

Heavy Artillery

Republic of Terra

SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-

Actions	Cost	Range	ROF	Effect
Heavy Artillery	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.

Shock Artillery	A	-	4	**STUN**

» **FIRE SUPPORT:** *

» **EXTREME RANGE:** *

» **CLUSTERED [**6"**]:** *

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

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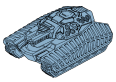
Samson

Heavy Tank

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1

Actions	Cost	Range	ROF	Effect
Smart 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

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 CM**s automatically succeed and do not regenerate.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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