


Vector Squad

Human Infantry Squad 3


Republic of Man



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

Human Infantry Squad 1


Republic of Man



SIG	SPD	SCAN	TARG	DEF	CM
Small	4"	7	7	12	-
Actions		Cost	Target	Range	ROF Effect
Scan		A	Ping	12"	2 SCAN
Shock Sniper Rifle		A	Unit	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	Unit	-	1 ★
A Unit in the same Taskforce immediately resolves its activation with an action that has the Fire Support trait using this Unit's LOS.					
Go Dark		C	Self	-	- ★
Each Infantry Base in this Unit gains a Stealth Token.					
Traits					
ADAPTIVE CAMO [+1 DEF]: When concealed this Unit gains an additional +1 DEF.					
ALL TERRAIN: This Unit ignores terrain movement penalties.					
STEALTHY: Each each Infantry Base in this Unit begins the game with a Stealth Token.					

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Goliath Squad

Human Infantry Squad 3


Republic of Man



SIG	SPD	SCAN	TARG	DEF	CM
Medium	5"	-	6	13	1
Actions		Cost	Target	Range	ROF Effect
MG (VS Infantry only)		A	Unit	12"	2 KILL
Advanced Cannon		A	Unit	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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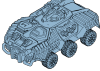
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Courier

Medium Transport


Republic of Man



SIG	SPD	SCAN	TARG	DEF	CM
Medium	6"	6	6	13	2
Actions		Cost	Target	Range	ROF Effect
Scan		A	Ping	10"	1 SCAN
Cannon		A	Unit	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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
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Harbinger

Light Recon Vehicle


Republic of Man



SIG	SPD	SCAN	TARG	DEF	CM
Small	7"	7	6	14	1
Actions		Cost	Target	Range	ROF Effect
Scan		A	Ping	12"	2 SCAN
Shock Autocannon		A	Unit	16"	2 STUN
» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.					
Forward Observe		A/C	Unit	-	1 ★
A Unit in the same Taskforce immediately resolves its activation with an action that has the Fire Support trait using this Unit's LOS.					

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Crusader

Medium Tank


Republic of Man



SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	7	13	2
Actions		Cost	Target	Range	ROF Effect
Medium Cannon		A	Unit	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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
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Mandible

Heavy Artillery


Republic of Man



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions		Cost	Target	Range	ROF Effect
Concussion Artillery		A	Unit	-	5 STUN
» FIRE SUPPORT: Eligible for the Forward Observe action.					
» EXTREME RANGE: Ignores short and long range modifiers.					
» CLUSTERED [6"]: Before resolving this action, select a point within range and LOS. Only Units within 6" of this point may be targeted. Declare all targets before resolving attacks.					
Heavy Artillery		A+C	Unit	-	4 KILL
» FIRE SUPPORT: *					
» EXTREME RANGE: *					
» CLUSTERED [3"]: *					

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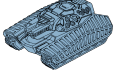
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Samson

Heavy Tank

Republic of Man



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