


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 3" may be killed instead.						
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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B3.4



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 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 concealed this Unit 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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
B3.4



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"]: 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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
B3.4



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 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.						

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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		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 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 A - 4 STUN						
» FIRE SUPPORT: *						
» EXTREME RANGE: *						
» CLUSTERED [6"]: *						
» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.						

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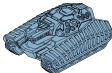
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Samson

Heavy Tank


Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM	
Large	5"	-	7	12	3+1	
Actions		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.						
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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
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Infantry Squad

Human Infantry Squad 4

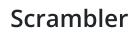
Free Union



SIG	SPD	SCAN	TARG	DEF	CM	
Small	4"	7	5	13	-	
Actions		Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)		1-3	A	12"	1	KILL
Adv. RPG 4 A 10" 2 KILL						
» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).						
» CLOSE AND PERSONAL [+1 TARG]: This Action gains an additional +1 TARG against targets within short range.						
» TAKE UP: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 3" may be killed instead.						
Traits						
STEALTHY: This Unit begins the game with a Stealth Token.						
HITCH HIKER: When this Unit is Revealed in the Reveal Phase it may be Placed within 3" of a friendly Unit in this Taskforce with the Transport trait that was Revealed in a previous Turn.						
ALL TERRAIN: This Unit ignores terrain movement penalties.						

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SIG	SPD	SCAN	TARG	DEF	CM	
Small	8"	7	-	14	1	
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			<input type="button" value="A"/>	12"	2	REVEAL
MG (VS Infantry only)			<input type="button" value="A"/>	12"	2	KILL
Traits						

DECOY [Small]: When this Unit is added to your Force, the Force gains one Small Decoy Ping.

B3.4



SIG	SPD	SCAN	TARG	DEF	CM
Small	8"	7	-	14	1
Actions			Cost	Range	ROF
Scanner [SCAN]			A	12"	2 REVEAL
Cyber Attack [SCAN]			A	16"	2 STUN

Traits	
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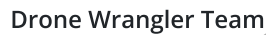
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SIG	SPD	SCAN	TARG	DEF	CM	
Small	8"	7	6	14	1	
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			A	12"	2	REVEAL
CM Hack [SCAN]			C	16"	2	★

Traits	
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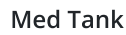


SIG	SPD	SCAN	TARG	DEF	CM	
Medium	5"	-	6	13	1	
Actions		Team	Cost	Range	ROF	Effect
Adv. MG (VS Infantry only)		1	A	12"	2	KILL
» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+).						

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ALL TERRAIN: This Unit ignores terrain movement penalties.

B3.4



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	7"	-	6	13	2	
Actions			Cost	Range	ROF	Effect
Medium Cannon			A	24"	2	KILL
Traits						
HIT AND RUN [2" Place]: After this Unit resolves a combat action it may be placed within 2"						

B3.4



SIG	SPD	SCAN	TARG	DEF	CM	
Medium	7"	-	5	13	2	
Actions			Cost	Range	ROF	Effect
Hunter Killer Drone			A	16"	3	KILL

» **TARGET ANALYSIS:** This Action gains +3 TARG against Units hit by a REVEAL effect while already Revealed during this Taskforce Activation.

B3.4



SIG	SPD	SCAN	TARG	DEF	CM	
Large	8"	-	6	14	2	
Actions			Cost	Range	ROF	Effect
Smart Bombs			A	10"	1	KILL
» SMART [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).						

B3.4



SIG	SPD	SCAN	TARG	DEF	CM	
Large	7"	-	6	13	4	
Actions			Cost	Range	ROF	Effect
Double Cannon			A	16"	2	KILL
HMG (VS Infantry only)			A	12"	3	KILL
Traits						

B3.4