



SIG	SPD	SCAN	TAR	G	DEF	СМ
Small	7"	7	6		14	1
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
Shock Autocannon			A	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

4"

AT Charges (VS Vehicles only) 1-2

Human Infantry Squad 3 Republic of Terra

SCAN

TARG

6 Cost



		4	
-	DEF	СМ	
	12	-	
Range	ROF	Effect	
12"	1	KILL	
6"	1	KILL	

» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 4+ (instead of 3+)

1-2 A **A** 

» CLOSE COMBAT: Ignores Concealment and short range modifiers.

A 16" Micro Artillery 3 1 KILL

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

Rifle (VS Infantry only)

## 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.

Courier Medium Transport Republic of Terra



SIG	SPD	SCAN	TARG		DEF	СМ
Medium	6"	6	6		13	2
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]	l		Α	10"	1	REVEAL
Cannon			Α	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 Unloading 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.

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens. This may only be used by Units with a CM

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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SIG	SPD	SCAN	TARG	DEF	CM
Medium	7"	-	7	13	2
Actions			Cost Rang	e 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



## Samson

Heavy Tank Republic of Terra



SIG	SPD	SCAN	TARG	DI	EF	CM
Large	5"	-	7	1	2	3+1
Actions			Cost	Range	ROF	Effect
Smart Medium Cannon			Α	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 CMs automatically succeed and do not regenerate.

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

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