



SIG	SPD	SCAN	TARG	DEF	CM
Small	7"	7	6	14	1
Actions	Cost	Range	ROF	Effect	
<b>Scanner</b> [SCAN]	<b>A</b>	12"	2	<b>REVEAL</b>	
<b>Shock Autocannon</b>	<b>A</b>	16"	2	<b>STUN</b>	

» **DEADLY** (Infantry): This weapon's effect is **KILL** for Infantry targets.

## 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.

GENERATED: 2024-01-05 14:22:57

B4.0.0



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 vehicle's effects are unsuccessful if 4 (insufficient) or less.

» **CLOSE COMBAT:** Ignores Concealment

» **CLOSE COMBAT:** Ignores Concealment and short range modifiers.

### Micro Artillery

» **INFANTRY NETWORK:** Attacks from this weapon can use the LOS of Infantry Teams in this Unit.

» **ADVANCED [CM 4+]:** \*

## Traits

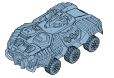
**ADAPTIVE CAMO [+1 DEF]:** When this Unit benefits from Concealment it gains an additional +1 DEF.

**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.

GENERATED: 2024-01-05 14:22:57

B4.0.0



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

**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.

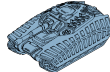
## Traits

**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: 2024-01-05 14:22:57

B4.0.0

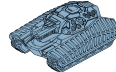


SIG	SPD	SCAN	TARG	DEF	CM	
Medium	7"	-	7	13	2	
Actions			Cost	Range	ROF	Effect
Medium Cannon			A	24"	2	KILL
Traits						
FINISHER [+1 TARG vs zero CM]: This Unit gains +1 TARG against targets that currently have zero Countermeasures.						

**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: 2024-01-05 14:22:57

B4.0.0



SIG	SPD	SCAN	TARG	DEF	CM	
Large	5"	-	7	12	3+1	
Actions			Cost	Range	ROF	Effect
Smart Medium Cannon			A	24"	2	KILL
» <b>SMART</b> [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.

**ALL TERRAIN:** This Unit ignores terrain movement penalties.

GENERATED: 2024-01-05 14:22:57

B4.0.0