


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 (Teams 1-2) | | 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+). | | | | | | |
| Micro Artillery (Team 3) | | 3 | A | 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 Terra



| SIG | SPD | SCAN | TARG | DEF | CM |
|---|-----|------|-------|-----|--------|
| Small | 4" | 7 | 7 | 12 | - |
| Actions | | Cost | Range | ROF | Effect |
| Scan | | A | 12" | 2 | SCAN |
| 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 | - | - | ★ |
| 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 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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
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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 |
| Scan | | A | 10" | 1 | SCAN |
| 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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
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Harbinger

Light Recon Vehicle


Republic of Terra



| SIG | SPD | SCAN | TARG | DEF | CM |
|---|-----|------|-------|-----|--------|
| Small | 7" | 7 | 6 | 14 | 1 |
| Actions | | Cost | Range | ROF | Effect |
| Scan | | A | 12" | 2 | SCAN |
| 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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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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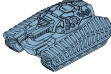
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Samson

Heavy Tank

Republic of Terra



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