

Vector Squad

Human Infantry Squad (3) Republic of Terra



SIG	SPD	SCA	N	TAR	G	DEF	CM
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Infantry only)			1-2	Α	12"	1	KILL
AT Charges (VS Vehicles only)			1-2	Α	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+1:

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.

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B3.5.2



Seeker Team

Human Infantry Squad 1 Republic of Terra

SIG	SPD	SCAN	TAR	TARG		CM
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner [S	CAN]		A	12"	2	REVEAL
Shock Sniper Rifle			Α	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 Unit 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)

TARG

6

Cost

Α 12' 2

A

DFF

14

ROF Effect

B3.5.2

CM

REVEAL

This Unit gains a Stealth Token

SIG

Small

Scanner [SCAN]

Shock Autocannon

Actions

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

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ALL TERRAIN: This Unit ignores terrain movement penalties.

STEALTHY: This Unit begins the game with a Stealth Token.

Harbinger

Republic of Terra

This Action can be used once per activation.

SPD

7'

Light Recon Vehicle

SCAN

» DEADLY [Infantry]: This weapon's effect is KILL for Infantry targets.

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.

B3.5.2

TARG

7

24'

A



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]]		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 Move Action it may not move within 2" of an enemy Ping.

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.

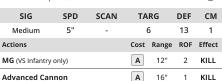
DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's Countermeasure Tokens. This may only be used by Units with a CM

TRANSPORT [Small SIG Infantry]: This Unit may be designated the dedicated transport of a small SIG Infantry Unit from your force with

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Goliath Squad Human Infantry Squad 3 Republic of Terra



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

ALL TERRAIN: This Unit ignores terrain movement penalties. PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.

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SCAN

FINISHER (+1 TARG vs zero CMI: This Unit gains +1 TARG against targets

Countermeasure Tokens. This may only be used by Units with a CM

DEFEND [Infantry, 4"]: Infantry within 4" can spend this Unit's

Crusader

Medium Tank

Republic of Terra

SPD

7"

that currently have zero Countermeasures.

SIG

Medium

Medium Cannon

Actions

CM

13 2

ROF Effect

2 KILL





SIG	SPD	SCAN	TARG		DEF	CM
Medium	6"	6	6		13	2
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	10"	1	REVEAL
Cannon			Α	16"	1	KILL

Action then gain an Activated Token. If the Unloading Unit performs a

Load [Free Action, 3"]: Place an eligible Unit within 3" in this transport.

the Mechanized trait

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Mandible Heavy Artillery

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Range	e ROF	Effect
Heavy Art	illery		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 targets within 3" of this point may be targeted. Use the selected point as the attack's origin for determining Concealment. Declare all targets before resolving attacks.

Shock Artillery STUN

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

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Samson

Republic of Terra



SIG	SPD	SCAN	TARG	D	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+).

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.

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