

Vector Squad

Human Infantry Squad (3) Republic of Terra



SIG	SPD	SCAN	V V	TAR	G	DEF	СМ
Small	4"	-		6		12	-
Actions			Team	Cost	Range	ROF	Effect
Rifle (VS Int	fantry only)		1-2		12"	1	KILL
AT Charges (VS Vehicles only)		only)	1-2		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 16" 1 KILL » INFANTRY NETWORK: Attacks from this weapon can use the LOS of

- Infantry Teams in this Unit.
- » ADVANCED [CM 4+1:
- » TAKE UP: When an Infantry Base with this weapon is killed, an Infantry Base in this Unit within 1" may be killed instead.

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.

B3.5.1



Seeker Team

Human Infantry Squad 1 Republic of Terra



SIG	SPD	SCAN	TAR	G	DEF	CM
Small	4"	7	7		12	-
Actions			Cost	Range	ROF	Effect
Scanner	[SCAN]		A	12"	2	REVEAL
Shock Sniper Rifle				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.

A/C

A Unit in the same Taskforce immediately resolves its activation with an action that has the $\overline{\rm Fire}$ 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 this Unit benefits from Concealment it gains an additional +1 DEF.

ALL TERRAIN: This Unit ignores terrain movement penalties.

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

B3.5.1



Courier

Medium Transport Republic of Terra



SIG	SPD	SCAN	TA	RG	DEF	CM
Medium	6"	6		6	13	2
Actions			Cost	Range	ROF	Effect
Scanner [SCAN]			Α	10"	1	REVEAL
Cannon				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 up to its max capacity. Units must forfeit a move or action 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

Harbinger

Light Recon Vehicle Republic of Terra



B3.5.1

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 Aut	ocannon			16"	2	STUN

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

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.



Crusader

Medium Tank

Goliath Squad

SPD

5"

SIG

Medium

MG (VS Infantry only)

Advanced Cannon

Human Infantry Squad 3 Republic of Terra

SCAN

» ADVANCED [CM 4+]: Countermeasure rolls attempting to negate this

PREDATOR [+2 TARG]: This Unit gains +2 TARG against Stunned Units.

weapon's effect are successful on a 4+ (instead of 3+)

ALL TERRAIN: This Unit ignores terrain movement penalties.

TARG

6

12" 2 KILL

16'

Republic of Terra



SIG	SPD	SCAN	TARG		DEF	CM
Medium	7"	-	7		13	2
Actions			Cost	Range	ROF	Effect
Medium Cann	on			24"	2	KILL
Traits						

FINISHER I+1 TARG vs zero CMI: 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

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Mandible Heavy Artillery

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-
Actions			Cost Rang	ge ROF	Effect
Heavy Art	illery		-	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 STUN

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



Samson

Heavy Tank Republic of Terra



24" 2

SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1
Actions			Cost R	ange ROF	Effect

» SMART ICM 5+1: 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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KILL