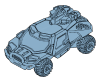
Harbinger
Light Recon Vehicle
Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Small	7"	7	6	14	1

Actions	Cost	Range	ROF	Effect
Scanner [SCAN]	A	12"	2	**REVEAL**
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 Unit 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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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 (VS Vehicles only)	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+).

» **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+**]:** *

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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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]	A	10"	1	**REVEAL**
Cannon	A	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.

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.

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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. This may only be used by Units with a CM stat of "-".

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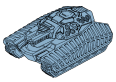
Samson
Heavy Tank
Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	7	12	3+1

Actions	Cost	Range	ROF	Effect
Smart Medium 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.

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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