

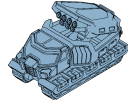
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## Mandible

Heavy Artillery

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
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Large	5"	-	6	11	-
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Actions	Cost	Range	ROF	Effect
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### 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 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

A

-

4

STUN

» **FIRE SUPPORT:** \*

» **EXTREME RANGE:** \*

» **CLUSTERED** [6"]: \*

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

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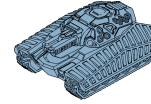
B3.5.2



## Samson

Heavy Tank

Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
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Large	5"	-	7	12	3+1
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Actions	Cost	Range	ROF	Effect
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### 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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B3.5.2