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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
<p>» <b>FIRE SUPPORT:</b> Eligible for the Forward Observe Action.</p> <p>» <b>EXTREME RANGE:</b> Ignores short/long range modifiers. Min range 6". Max range unlimited.</p> <p>» <b>CLUSTERED</b> [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 <b>Concealment</b>. Declare all targets before resolving attacks.</p>						
Shock Artillery			A	-	4	STUN
<p>» <b>FIRE SUPPORT:</b> *</p> <p>» <b>EXTREME RANGE:</b> *</p> <p>» <b>CLUSTERED</b> [6"]: *</p> <p>» <b>DEADLY</b> [Infantry]: This weapon's effect is <b>KILL</b> for Infantry targets.</p>						

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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
<p>» <b>SMART</b> [CM 5+]: Countermeasure rolls attempting to negate this weapon's effect are successful on a 5+ (instead of 3+).</p>						
<b>Traits</b>						
<p><b>PREDATOR</b> [+2 TARG]: This Unit gains +2 <b>TARG</b> against Stunned Units.</p> <p><b>EMERGENCY CM</b> [+1]: This Unit begins the game with 1 <b>Emergency Countermeasure Token</b> (indicated as +1 under CM). <b>Emergency CMs</b> automatically succeed and do not regenerate.</p> <p><b>ALL TERRAIN:</b> This Unit ignores terrain movement penalties.</p>						

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