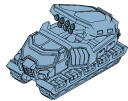


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Mandible  
Heavy Artillery  
Republic of Terra



SIG	SPD	SCAN	TARG	DEF	CM
Large	5"	-	6	11	-

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:** \*

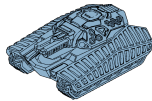
» **EXTREME RANGE:** \*

» **CLUSTERED [6"]:** \*

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



Samson  
Heavy Tank  
Republic of Terra



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

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.