

## GREEN SHELL



### DOUBLE RANGE, FRONT-MOUNTED.

Use in your Attack step.  
Must have unobstructed path to target. Roll 5 Attack dice. Target rolls Evade. Target gains +1 Hazard token for each uncanceled hit.

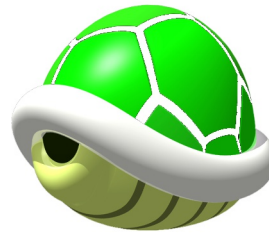
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## RED SHELL



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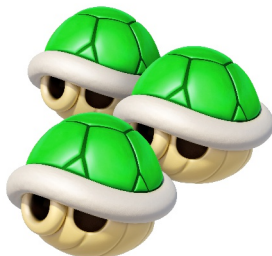
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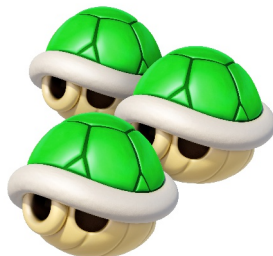
## 3X GREEN SHELL



### DOUBLE RANGE, FRONT-MOUNTED, SHIELD.

Use in the your Attack step. Must have unobstructed path to target. Roll 5 Attack dice. Target rolls Evade. Target takes +1 Hazard token for each uncanceled Hit. 1 shell use per Gear phase. To activate Shield ability, reveal this card. Each shell will block 1 incoming attack.

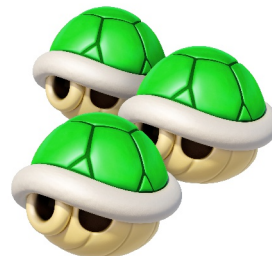
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