

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 uncancelled hit.

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RED SHELL



DOUBLE RANGE, 360 DEGREES.

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Must have unobstructed path to target. Roll 5 Attack dice. Target rolls Evade. Target gains +1 Hazard token for each uncancelled hit.

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Must have unobstructed path to target. Roll 5 Attack dice. Target rolls Evade. Target gains +1 Hazard token for each uncancelled hit.

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DOUBLE RANGE, 360 DEGREES.

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Must have unobstructed path to target. Roll 5 Attack dice. Target rolls Evade. Target gains +1 Hazard token for each uncancelled hit.

3X GREEN SHELL



DOUBLE RANGE, FRONT-MOUNTED, SHIELD.

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