

Spare Parts: When a friendly Titan within 12" ⟲ an Asset to its disabled side or discards an Asset, draw a card.

Modified Machine Gun (6 v Df | 14"): Strength 2. The target gains a Pinned Token.
Armor-Piercing: This Action immediately gains Piercing.

Divert Power (5 v 10 | 12"): Target friendly Titan performs an Action of this Fireteam's choice.

2 TA
Fireteam (40mm),
Champion, Commander



Spare Parts: When a friendly Titan within 12" ⟲ an Asset to its disabled side or discards an Asset, draw a card.

Back-Up Plan: When a friendly non-Combined Arms Titan is Killed, choose and draw a Stratagem of (unmodified) Tactical Cost 3 or less.

Modified Machine Gun (6 v Df | 14"): Strength 2. The target gains a Pinned Token.
Armor-Piercing: This Action immediately gains Piercing.
Rapid Fire: Take this Action again.

Divert Power (6 v 10 | 12"): Target friendly Titan performs an Action of this Fireteam's choice.
"Full Power!": The target gains an Inspired Token.

Emergency Repairs (6 v 10 | 3"): Target friendly Titan ⟲ a disabled Asset of your choice. If an Asset was ⟲ this way, draw a card.
Sturdy Repairs: ⟲ an additional disabled Asset on the target.

Errata: August 2019

2 TA
Fireteam (40mm),
Champion, Commander