**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.

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.