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SIEGE TANK

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: DAMAGE DEALER

ARMY SLOT: ELITE



MOVEMENT PHASE — UPGRADE

MODE TRANSFORMATION: ACTIVE 1 CP The active Unit gains or loses the **SIEGE MODE Status**. While this Unit has the **SIEGE MODE Status**, its Size characteristic is treated as if it was **3**.

COORDINATED STRIKE: ACTIVE 0 CP Target a **Friendly Non-Engaged** Unit on the battlefield (**Line of Sight** is not required). When this Unit resolves a **Ranged Attack** using the **Shock Cannon** weapon profile this **Round**, it may choose to ignore the weapon's standard **Range** characteristic. If it does, it may target an Enemy Unit that is **Within 8"** of, and **Visible** to, a model of the selected **Friendly** Unit, treating that model as the acting model.

ASSAULT PHASE — UPGRADE

SHAPED BLAST: REACTION 0 CP **Once per Game.** When this Unit declares a **Ranged Attack** action. If this Unit has **SIEGE MODE Status**, its weapon gains **PINPOINT** and **LOCKED IN (4)**.

SMART SHELLS: REACTION 0 CP **Once per Game.** When this Unit declares a **Ranged Attack** action. If this Unit has **SIEGE MODE Status**, its weapon gains **INDIRECT FIRE** and **LONG RANGE (24)**.

UPGRADE

COST: 220

Mode Transformation +20
Shaped Blast +10
Coordinated Strike +20
Smart Shells +10

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SIEGE TANK

SPEED 7 | ARMOUR 5+ | EVADE - | HIT POINTS 14 | SIZE 2

MODELS / SUPPLY: 1-1 (2)

COMBAT TAGS: ARMOURED, MECHANICAL, GROUND

TERRAN

ANY PHASE

LARGE: PASSIVE When this Unit's **Leading Model** moves, it cannot pass through physical gaps smaller than 3" wide, regardless of its size. If the **Leading Model's** path of travel passes through, or any model in this Unit ends its movement on a Size 0 or Size 1 **Impassible Terrain** piece (excluding **Tokens**) during any movement action, that terrain piece is immediately removed from the game.

HEAVY PLATING: PASSIVE When this Unit resolves an **Armour Roll**, it gains **TOUGH (1)**, provided it does not currently have the **SIEGE MODE Status**.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
TWIN CANNON	12	Ground	8	3+	Armoured	D6	1	PIERCE Armoured (2)
SHOCK CANNON	18	Ground	BT+4	4+	Light, Armoured	BT	1	SIEGE MODE Status

INDOMITABLE: PASSIVE While **Engaged**, this Unit may target and be targeted by **Unengaged Enemy** Units. In both cases, the defending Unit gains an **Evade Roll** against those attacks.

POINT BLANK: PASSIVE While this Unit has the **SIEGE MODE Status**, it cannot target **Enemy** Units it is **Engaged** with.

AFTERSHOCK ROUNDS: PASSIVE When this Unit has the **SIEGE MODE Status**, its **Damage** characteristic is treated as equal to the **Size** characteristic of the current target Unit **(to a minimum of 1)**.

DEVASTATING CHARGE: PASSIVE Immediately after this Unit completes a successful **Charge**, resolve the **IMPACT (4) 3+** effect.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
ROLLING OVER	E	Ground	2	2+	-	-	1	-

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TACTICAL CARDS & SCENARIO CARDS - DEPLOYMENT

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FACTORY (TECH LAB)

TACTICAL CARD

UNIQUE

TERRAN

SUPPLY: 2 × *ELITE*

FACTORY (TECH LAB)

CP: 1

MOVEMENT PHASE **FIELD REPAIR:**
ACTIVE The active **Mechanical** Unit resolves the **HEAL (2)** effect.

ASSAULT PHASE **POUND 'EM FLAT!:**
ACTIVE If the active **Mechanical** Unit has the **Stationary Status**, its first **Ranged Weapon** used gains **PRECISION (2)**.

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