



**UPGRADE**

TERRAN

**ARES-CLASS TARGETING SYSTEM**



**ANY PHASE** **PASSIVE**

This Unit's **Autocannon** and **Underbelly Machine Gun** weapons gain **PRECISION (1)**.



**UPGRADE**

TERRAN

**SCATTER MISSILES**



**ASSAULT PHASE** **HELLFIRE**

|            |                                                         |
|------------|---------------------------------------------------------|
| RNG        | 18                                                      |
| Target     | Ground                                                  |
| RoA        | 6                                                       |
| Hit        | 5+                                                      |
| Surge type | Light                                                   |
| S Dice     | D3                                                      |
| Dmg        | 1                                                       |
| Keyword    | INDIRECT FIRE, LOCKED IN (6), LONG RANGE (24"), SIDEARM |



**UPGRADE**

TERRAN

**HAYWIRE MISSILES**



**ASSAULT PHASE** **HELLFIRE**

|            |                              |
|------------|------------------------------|
| RNG        | 12                           |
| Target     | Ground                       |
| RoA        | 3                            |
| Hit        | 3+                           |
| Surge type | Armoured                     |
| S Dice     | D3                           |
| Dmg        | 1                            |
| Keyword    | PIERCE Armoured (3), SIDEARM |



**UPGRADE**

TERRAN

**VETERAN OF TARSONIS**



**ANY PHASE** **PASSIVE**

While this Unit is **Within 3"** of a **Mission Marker**, its **Armour** characteristic is increased by **1**.



**UPGRADE**

TERRAN

**KINETIC FOAM**



**ANY PHASE** **PASSIVE**

Increase this Unit's **Hit Points** characteristic by **1**.



**UPGRADE**

TERRAN

**LASER TARGETING SYSTEMS**



**ASSAULT PHASE** **PASSIVE**

This Unit's **Quad K12** weapon gains **LONG RANGE (16")**.



**UPGRADE**

TERRAN

**COMBAT SHIELD**



**MOVEMENT PHASE** **ACTIVE** **1 CP**

This Unit is always eligible to make an **Evade Roll** against any **Close Combat Attack** targeting it and any **Damage** from an **Enemy Special Ability**.



**UPGRADE**

TERRAN

**AGG-12**



**ASSAULT PHASE** **C-14 Rifle**

|            |                              |
|------------|------------------------------|
| RNG        | 12                           |
| Target     | Ground                       |
| RoA        | 2                            |
| Hit        | 3+                           |
| Surge type | Armoured                     |
| S Dice     | D3                           |
| Dmg        | 1                            |
| Keyword    | LONG RANGE (18"), SPECIALIST |

FOLD HERE

FOLD HERE



UPGRADE

TERRAN

### ROCKET LAUNCHER



⚙️ ASSAULT PHASE

|            |                                                      |
|------------|------------------------------------------------------|
| RNG        | 12                                                   |
| Target     | Ground                                               |
| RoA        | 4                                                    |
| Hit        | 3+                                                   |
| Surge type | -                                                    |
| S Dice     | -                                                    |
| Dmg        | 1                                                    |
| Keyword    | INDIRECT FIRE, LONG RANGE (18"), SIDEARM, SPECIALIST |



UPGRADE

TERRAN

### SLUGTHROWER



⚙️ ASSAULT PHASE **PASSIVE**

When this Unit makes a **Ranged Attack** with a **C-14 Rifle** and the target is **Within 8"**, that weapon gains **ANTI-EVADE (1)**.



UPGRADE

TERRAN

### GRENADES - FRAG



⚙️ ASSAULT PHASE **PASSIVE**

When this Unit makes a **Ranged Attack** with a **C-14 Rifle** and the target is **Within 8"**, that weapon's **S Dice** is replaced by **D6**.



UPGRADE

TERRAN

### BAYONET



⚔️ COMBAT PHASE **↑ Strike**

|            |        |
|------------|--------|
| RNG        | E      |
| Target     | Ground |
| RoA        | 2      |
| Hit        | 5+     |
| Surge type | -      |
| S Dice     | -      |
| Dmg        | 1      |
| Keyword    | -      |



UPGRADE

TERRAN

### ADVANCED MEDIC FACILITIES



ANY PHASE **PASSIVE**

This Unit's **Supply Value** counts as **0** when calculating the **Supply Pool**.



UPGRADE

TERRAN

### A-13 FLASH GRENADE LAUNCHER



ANY PHASE **PASSIVE**

Increase the **Optical Flare** special ability's **Range to 16"**.



UPGRADE

TERRAN

### STABILIZER MEDPACKS



ANY PHASE **PASSIVE**

When this Unit resolves a **Life Support** or **Medpack** ability, treat it as having **1 additional model Within Range** for calculating that ability's effects.



UPGRADE

TERRAN

### MODE TRANSFORMATION



➡️ MOVEMENT PHASE **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**.

FOLD HERE

FOLD HERE



### COORDINATED STRIKE

MOVEMENT PHASE 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.



### SHAPED BLAST



ASSAULT PHASE 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



ASSAULT PHASE 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)**.