

Goliath.

DEFAULT ✓ Second Wind	Play instead of activating a fighter.	Remove a flesh wound from any fighter.
1 Fireborn	Play at the start of the battle, after both sides have deployed but before the first round.	Choose up to three House Goliath fighters in your starting crew. Until the end of this battle, the chosen fighters become immune to both the Blaze and the Rad-phage traits.
2 Walking Fortress	Play when activating any friendly fighter.	Place a Furnace Barricade within 1" of the fighter. The fighter's activation then ends. (A Barricade that gives immunity to Blaze and Melta while providing cover to fighters within 1")
3 Stimm Reserve	Play when activating any friendly fighter.	That fighter gets +D3 Strength and -1 Toughness during this battle.
4 One Last Go	Play when one of your House Goliath fighters is taken Out of Action by an attack made with a ranged weapon.	Before removing the fighter from the battlefield, they may immediately make a Charge (Double) action. After this action is resolved, the fighter goes Out of Action as normal.
5 Hammer Blow	Play directly after the Roll for Priority.	Until the End phase of this round, all friendly House Goliath fighters' weapons with the Melee trait gain the Knockback trait.
6 Combat Drugs	Play when a fighter makes a melee attack.	For the duration of this turn, the fighter gains D3 additional attacks. However, should the fighter gain the full 3 additional attacks, they will automatically suffer a Flesh Wound at the end of their activation.

Generic Tactics

1 Seize the Initiative	Play at the beginning of any round, before rolling for Priority.	You immediately take Priority this turn without any dice being rolled (If your opponent also has this tactic, you both discard it and roll off again to determine priority).
2 Distraction	Play when your opponent activates a fighter.	The opponent must make a Willpower check for the fighter. If the check is failed, the fighter can only make one action this turn.
3 Lucky Item	Play when a friendly fighter fails an armour save.	The fighter can re-roll the armour save, ignoring any negative modifiers (including Armour Piercing).
4 Roger That!	Play at the start of any round.	Pick a Ganger with a Ready marker. For this round only, that fighter gets Group Activation (1).
5 What's a few Teeth?	Play this when a friendly fighter suffers a Flesh Wound.	The Flesh Wound is ignored. Any other effects of the hit still apply.
6 Double Time	Play when activating a fighter.	This fighter can perform a free Move (Simple) action during its activation.