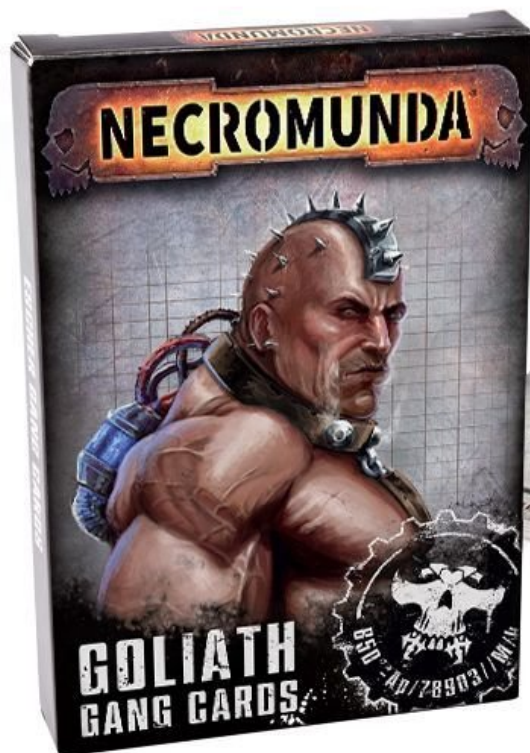


GOLIATH

GANG CARDS



By Stiletto

ANYTHING'S A WEAPON

One of your fighters can spend an action to play this card.

Tuck this card under the fighter's card. While it is there, the fighter's unarmed attacks are resolved at +1 strength and AP -1.

GOLIATH TACTICS

BLADE BREAKER

Play this card when one of your fighters is hit, but not wounded by a close combat weapon that does not have the Power trait.

The close combat weapon (pick one if the fighter was hit, but not wounded by more than one) is broken and cannot be used for the rest of the battle.

GOLIATH TACTICS

CERAMITE SKIN

Play this card when a fighter is hit by an attack with the Blaze trait.

The fighter is not pinned and the attack causes no damage.

GOLIATH TACTICS

IRONHIDE

Play when one of your fighters is wounded by an attack that causes more than 1 Damage.

The attack only causes 1 Damage. In addition, if the fighter is pinned after the attack has been resolved they return to standing.

GOLIATH TACTICS

KNOCKOUT BLOW

Play this card when a fighter makes close combat attacks, before rolling to hit.

Any wound rolls for this fighter's attacks are automatically successful – no dice roll is required.

GOLIATH TACTICS

NOT DONE YET

Play when a fighter from your gang is taken Out of Action.

Tuck this card under the fighters card, they are not removed from play. If they were prone, they return to standing. They go Out of Action after they are next activated and take a turn, or after they suffer another unsaved wound, whichever comes first.

GOLIATH TACTICS

SECOND WIND

Play instead of activating a fighter.

Remove a Flesh Wound from any fighter's card.

GOLIATH TACTICS

STEEL CONSTITUTION

Play instead of activating a fighter.

Choose one of your fighters and tuck this card under their fighter card. Until the end of the round, this fighter cannot be affected by weapons with the Gas or Toxin trait, and their Strength and Toughness are used at their full value, regardless of any modifiers (including flesh wounds).

GOLIATH TACTICS

A GOOD DAY

Play at the start of the game after both sides have set up.

Choose a Champion or Leader model in your opponent's crew. For the duration of the game, Cool checks for other fighters from the opposing gang have a +2 modifier while that fighter is within 3" of the chosen Champion or Leader.

GANG TACTICS

ADRENALINE SURGE

Play when activating a fighter.

The fighter can make one additional action this turn.

GANG TACTICS

DEADLOCK

Play this card at the start of any round.

Choose a closed door anywhere on the board. For the duration of this round, the door cannot be opened in any way.

This card can only be used in Sector Mechanicus battles. If it is randomly drawn in a Zone Mortalis battle, discard it and draw a new one.

GANG TACTICS

DESPERATE EFFORT

Play when it is your turn to activate a fighter, but none of your fighters have Ready markers.

Pick one of your fighters and activate them as though they had a Ready marker. At the end of the action, they are Pinned.

GANG TACTICS

DISTRACTION

Play when your opponent activates a fighter.

The opposite player must make a Willpower check for the fighter. If the check is failed, the fighter can only make one action this turn, instead of two.

GANG TACTICS

EMERGENCY SEAL

Play instead of activating a fighter.

Ductways cannot be used for the duration of this round – they are treated as not being on the board at all.

GANG TACTICS

FEARSOME REPUTATION

Play after one of your fighters puts an enemy Out of Action.

Tuck this card under that fighter's card. For the rest of the game, any Nerve checks made for enemy fighters within 8" of them have a -2 modifier.

GANG TACTICS

HEALTHY PARANOIA

Play when activating a fighter.

Tuck this card under the fighter's card. For the rest of the battle, the fighter have 360° vision arc.

GANG TACTICS

JUST ADD NAILS

Play when making an attack with a frag grenade, before rolling to hit.

The grenade's Blast (3") trait becomes Blast (5").

GANG TACTICS

LUCKY LHO-STICK CASE

Play this card when a friendly fighter fails an armour save.

The fighter can re-roll the armour save, ignoring any negative modifiers (including Armour Penetration).

GANG TACTICS

RICOCHET

Play this card after making an unsuccessful hit roll for a ranged attack that does not have the Blast or Template trait.

Pick another fighter within 5" of the target, even if they are not visible to the attacker, and roll to hit against them. Do not roll the Firepower dice again.

GANG TACTICS

THUNDERING CHARGE

Play when a fighter makes a Charge action, before they move.

Instead of adding D3" to their Move, the fighter's Move is doubled.

GANG TACTICS









