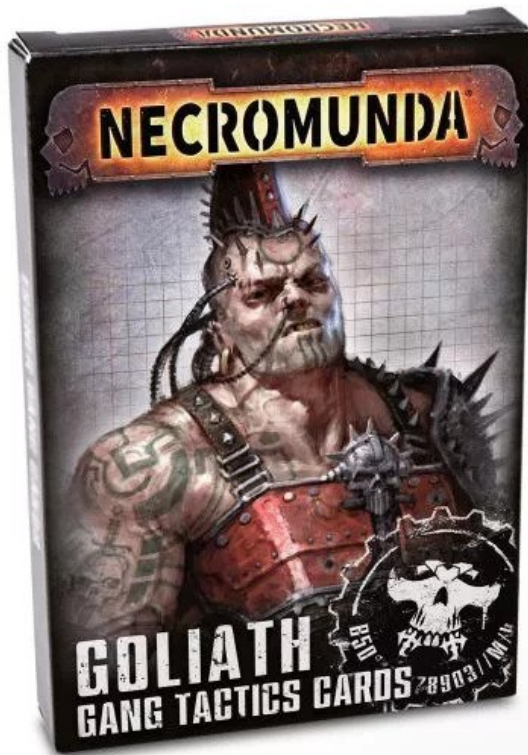


HOUSE GOLIATH

GANG TACTICS CARDS



By Stiletto

GENETICALLY GIFTED

Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.

Choose a House Goliath fighter in your starting crew. Until the end of this battle, that fighter gains one additional genetic upgrade of your choice. This must be from the same category as that fighter's chosen subtype but does not affect their credit cost.

GOLIATH TACTICS

NAMED AND SHAMED

Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.

Your gang may immediately recruit up to two Goliath (Juves). These fighters are recruited for free but will leave the gang at the end of this battle. Each fighter is equipped with a maul and either a stim-slug stash or a frenzon collar. These fighters are not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have models available to represent these fighters, you may discard this gang tactic and select another.

GOLIATH TACTICS

FIREBORN

Play this gang tactic 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.

GOLIATH TACTICS

WALKING FORTRESS

Play this gang tactic when activating any friendly fighter.

Place a Furnace Barricade (see page 111 of *Necromunda: House of Chains*) within 1" of the fighter. The fighter's activation then ends.

GOLIATH TACTICS

SUBCONSCIOUS MNEMONICS

Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.

Choose a friendly House Goliath (Leader) or (Champion) with two or more skills. For the remainder of this battle, that fighter may exchange one of their skills for another skill of the same skill set (i.e., a Muscle Skill may be exchanged with another Muscle Skill). The controlling player chooses which skill is replaced and which skill it is replaced with.

GOLIATH TACTICS

HAMMER BLOW

Play this gang tactic during the Priority phase of any round, after Roll for Priority but before Ready Fighters.

Until the End phase of this round, all friendly House Goliath fighters' weapons with the Melee trait gain the Knockback trait.

GOLIATH TACTICS

STIMM RESERVE

Play this gang tactic when activating any friendly fighter.

Choose one friendly fighter that is currently on the battlefield. Until the end of this battle, that fighter's Strength characteristic is increased by D3 - However, until the end of this battle, that fighter's Toughness characteristic is decreased by 1. Note that if this decrease in Toughness reduces that fighter's Toughness to 0, they will go Out of Action as normal.

GOLIATH TACTICS

VAT TWIN

Play this gang tactic at the start of the battle, after both sides have deployed but before the first round.

Choose two House Goliath fighters in your starting crew to be Vat Twins. If, during the battle, one of these fighters is taken Out of Action, the other fighter removes any Flesh Wounds it has and gains the Berserker, Nerves of Steel and Unstoppable skills until the end of this battle.

If both fighters are targeted by the same attack, fully resolve the attack against both before applying this gang tactic; both fighters may go Out of Action before this card takes effect.

GOLIATH TACTICS

UNLEASH THE FEAR

Play this gang tactic when a friendly Goliath fighter performs the Flex (Simple) action.

All enemy fighters within 6" of, and with a line of sight to, the fighter performing the Flex (Simple) action must immediately make a Cool check. If the check is passed, this gang tactic has no further effect. If the check is failed, they become Broken.

GOLIATH TACTICS

TEMPERED IN BATTLE

Play this gang tactic when a friendly House Goliath fighter takes an enemy fighter Out of Action with a close combat attack or by performing a Coup De Grace.

For the remainder of this battle, the fighter that took the enemy fighter Out of Action gains the Fearsome skill. In addition, for the remainder of this battle, this fighter gains +1 XP when they take an enemy fighter Out of Action with either a close combat attack or by performing a Coup De Grace.

GOLIATH TACTICS

CRUNCH TIME

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the End phase of this round, all unarmed attacks made by friendly fighters gain +1 S and the Pulverise trait.

GOLIATH TACTICS

APPRENTICE

Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.

Choose a friendly Goliath (Champion) and a friendly Goliath (Juve) or (Prospect). Until the end of this battle, the (Champion) gains the Overseer skill. However, this skill can only be used to activate the chosen (Juve) or (Prospect). If the chosen (Champion) already has the Overseer skill, the Order (Double) actions becomes an Order (Basic) action when used to activate the chosen (Juve) or (Prospect).

Alternatively, until the end of this battle that (Champion) may gain the Mentor skill. However, this skill can only be used when the chosen (Juve) or (Prospect) gains an Experience point. If the chosen (Champion) already has the Mentor skill, they can use the Mentor skill for any fighter as normal, but automatically pass any Leadership checks made for the nominated (Juve) or (Prospect).

GOLIATH TACTICS

THE HAND THAT FEEDS YOU

Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.

The gang may recruit a House Agent for this battle without needing to make a Petition and without needing to pay a hiring fee (i.e., this House Agent is hired for free). If they do so, during the post-battle sequence the gang gains no credits from scenario rewards. If you do not have a model available to represent this House Agent, you may discard this gang tactic and select another.

GOLIATH TACTICS

BOOST UP

Play this gang tactic when activating a friendly House Goliath fighter.

This fighter can perform a Boost (Double) action:

Boost (Double): Choose a single Standing and Active friendly fighter that is within 2" of this fighter. That fighter may immediately be moved up to 6" vertically and 1" horizontally.

GOLIATH TACTICS

THEY'RE ONLY BULLETS!

Play this gang tactic during the Priority phase of any round, after Roll for Priority but before Ready Fighters.

Until the End phase of this round, all friendly House Goliath fighters that are within 6" of, and have a line of sight to, a friendly House Goliath (Leader) or (Champion) gain the Nerves of Steel skill.

GOLIATH TACTICS

ONE LAST GO

Play this gang tactic 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.

GOLIATH TACTICS

GET 'EM!

Play this gang tactic during the Priority phase of any round, after Roll for Priority but before Ready Fighters.

Until the End phase of this round, all friendly House Goliath fighters activated as part of a Group Activation may add 2" to their Movement characteristic during their Activation.

GOLIATH TACTICS

IMPROVISED PROJECTILE

Play this gang tactic when activating a friendly House Goliath fighter.

Choose one of the fighter's weapons with the Melee trait. Until the end of this fighter's activation, that weapon gains both a Long range characteristic of 4" and the Versatile trait. However, until the End phase of this round, this fighter cannot make a Reaction attack with that weapon.

GOLIATH TACTICS

TACTICS CARD

TACTICS CARD









CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
"	+	+				+		+	+	+	+

Weapon	Rng S	L	Acc S	L	Str	Ap	D	Am	Traits

SKILLS:

WARGEAR:

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
"	+	+				+		+	+	+	+

Weapon	Rng S	L	Acc S	L	Str	Ap	D	Am	Traits

SKILLS:

WARGEAR:

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
"	+	+				+		+	+	+	+

Weapon	Rng S	L	Acc S	L	Str	Ap	D	Am	Traits

SKILLS:

WARGEAR:

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
"	+	+				+		+	+	+	+

Weapon	Rng S	L	Acc S	L	Str	Ap	D	Am	Traits

SKILLS:

WARGEAR:

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
"	+	+				+		+	+	+	+

Weapon

	Rng		Acc		Str	Ap	D	Am	Traits
S	L	S	L						

SKILLS:

WARGEAR:

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
"	+	+				+		+	+	+	+

Weapon

	Rng		Acc		Str	Ap	D	Am	Traits
S	L	S	L						

SKILLS:

WARGEAR:

CREDITS

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"	+	+				+		+	+	+	+

Weapon

	Rng		Acc		Str	Ap	D	Am	Traits
S	L	S	L						

SKILLS:

WARGEAR:

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
"	+	+				+		+	+	+	+

Weapon

	Rng		Acc		Str	Ap	D	Am	Traits
S	L	S	L						

SKILLS:

WARGEAR:



