

ACTION	ACTION	ANY	ACTION
<p>MECH HUSTLE</p> <p>▶ BOOST ◀</p> <p>Play at the beginning of a mech's Activation. That mech receives +4 Move Points.</p>	<p>MECH BLITZ</p> <p>▶ BOOST ◀</p> <p>Play at the beginning of a mech's Activation. That mech receives +8 Move Points.</p>	<p>DUMB LUCK</p> <p>Play at any time dice are rolled. Reroll those dice.</p>	<p>SALVO</p> <p>▶ BOOST ◀</p> <p>Play at any time during a mech's Activation. That mech gets an extra attack with all of its weapons.</p>
ACTION	ACTION	ACTION	ACTION
<p>DEFLECTION</p> <p>Play when an attack hits. That attack misses.</p>	<p>AIMED SHOT</p> <p>Play when an attack misses. That attack automatically hits.</p>	<p>CRITICAL HIT</p> <p>Play when an attack hits. That attack does +1 Critical Hits.</p>	<p>TACTICS</p> <p>Play to negate one Action Card that has just been played.</p>