

INITIATIVE	ACTION	ACTION	ACTION
<p>INITIATIVE ▶ BOOST ◀</p> <p>Play during Initiative Phase. Target mech gets +10 to it's Initiative Roll .</p>	<p>HESITATE</p> <p>Play during Action Phase on an unactivated mech. That mech cannot attack this turn, but may still move.</p>	<p>STUCK</p> <p>Play during Action Phase on an unactivated mech. That mech cannot move this turn, but may still attack.</p>	<p>OPPORTUNITY ATTACK ▶ BOOST ◀</p> <p>Play at any time during Action Phase. Target mech gets one extra attack with one of its weapons at any time this Action Phase.</p>
ACTION	ACTION	ACTION	ACTION
<p>FAKE OUT</p> <p>Play at any time during Action Phase on an unactivated mech. That mech activates before it would have normally done so this turn - but may not interrupt an active mech.</p>	<p>DIFFUSED IMPACT</p> <p>Play when a mech has just received a Critical Hit. Negate that Critical Hit.</p>	<p>TACTICS</p> <p>Play to negate one Action Card that has just been played.</p>	<p>TACTICS</p> <p>Play to negate one Action Card that has just been played.</p>