Seek cover Soldier!
Always try to get to cover from ranged attacks.
Even falling Prone, as a free part of your move action, count as Medium Cover.

The Quick and the Dead.
By falling in and out of cover you can force your opponent to go on Hold, and an opposed Agility roll is needed to determine who is first in the round, and ultimately get the first shot.

Hey! Look behind you!
Try to Trick your opponent, with an opposed Agility or Smarts roll, depending on the type of trick. A success enables a -2 penalty to the opponents Parry, and on a Raise the victim is also Shaken.

Do you feel lucky punk, do ya?!
A Test-of-Wills is an opposed roll against your opponent. A success grants you a +2 to your next action against that opponent, and on a Raise the victim is also Shaken. The rolls are Taunt vs Smarts and Intimidation vs Spirit.

Pray and Spray / Pray and Swing
You can choose to perform a Rapid Attack, and forego precision for speed. In melee you can perform 3 attacks as a single action. Roll a Fighting die for each, and subtract 4 from the totals. In ranged combat, an attacker with a semi-automatic or a single-action revolver can fire up to 6 shots at a -4 penalty to each.

Ready, Aim, Fire!
By spending an entire round aiming, whilst not moving, the character will gain a +2 to his Shooting or Throwing roll. Additional rounds grant no extra bonus.

Come out!? Come out!? Wherever you are!
Are your enemies hiding behind cover? Draw them out by shooting through the cover! The objects Toughness will add as Armor to the opponent.

Come back! I'll bite your legs off!!
Tired of Armor clad enemies and monsters with massive Toughness? Just hit them were it hurts, with a Called Shot.
Limb (-2)
Head or Vitals (-4) +4 damage
Small target (-4) possibly +4 damage
Tiny target (-6) possibly +4 damage

I said drop it!!
Tired of the weapon in your opponents hand? Just remove it! A Called Shot to the arm (-2) or the weapon (-4) will require an Strength roll opposed by the damage done. If he fails, he will drop the weapon.

Duck and weave.
You can use an action to Defend and gain a +2 bonus to your Parry. But no other action besides moving is allowed. You can also perform a Full-Defensive maneuver, and roll a Fighting check +2 and use that as your Parry, if higher.
Come here you little bastard!

By Grappling your opponent you can prevent him from moving and even damaging him in the attempt. An opposed Fighting roll is needed to start the Grapple, on a raise the victim is also Shaken. The opponent can try to break free on his turn. An opposed roll is needed and both participants may choose either Agility or Strength. If the victim wins he is free but his action is consumed, on a raise he can perform normally. The victim may even try to perform other actions, albeit at a -4 penalty. The attacker can on subsequent turn try to damage his opponent, by an opposed roll, with the normal +d6 damage on a raise.

Get out off my way!!

You can Push opponents by making an opposed Strength roll, and with a +2 bonus if running at least 3’. If you are successful you have several possibilities.

Push - the target moves 1” for every success and raise on the roll. If he hits an object he suffers d6 damage per raise.

Shield Bash - as above but will also deal Strength damage with the shield. Add +1 to the damage for a Small Shield, +2 for a Medium Shield, and +3 for a Large Shield.

Prone - you can choose to knock your opponent Prone with no damage.

Tickle Tickle.

Only looking to touch your opponent, usually to deliver a magical effect, then you may add a +2 bonus to your Fighting roll.

A world of hurt!

Remember to arm yourself in melee combat! An armed opponent fighting against an unarmed one, gains a +2 bonus to his Fighting roll. Most animals and monsters are considered armed.

Caution to the wind!

If really desperate you can choose to perform a Wild Attack. This will add a +2 to your Fighting roll and possible damage roll, along with a -2 penalty to your Parry until your next action. This maneuver can be used with Edges like Sweep and Frenzy and also with two weapons.

Fore!?!?

Watch out for straying bullets! A roll of 1 on the Shooting or Throwing roll (1 and 2 with Autofire and shotguns) will hit a random adjacent target.

I'll cover you!

You can use Suppress fire, with a full-automatic weapon or a Single-action revolver. Perform a successful Shooting roll, and place a Medium Burst Template on a designated area, and remember to calculate for range and other penalties before making the roll. All victims in the area must make a Spirit roll or be Shaken, add any cover modifier to the roll, on a 1 they will even suffer damage normally.

The right tool for the job.

When trying to break an object, a door for example, only a specific type of damage will actually destroy it. In this case only Blunt and Slashing.