

IMMEDIATE RESPONSE

REQUIREMENT

An enemy model inflicts the **taken-out** condition on a friendly model or scores a goal.

REWARD

The friendly team gains [2] MP.

SEASON II

TOO FLASH

REQUIREMENT

An enemy model uses a Teamwork momentous action.

REWARD

Mark the enemy model with a **flash-token**. A friendly model that declares a **Charge** against the marked model may remove the **flash-token** to pay [2] less Influence for the **Charge**.

SEASON II

GET IT BACK!

REQUIREMENT

A friendly model suffers a **Tackle** and loses possession of the ball-marker.

REWARD

The friendly team gains [1] MP.

SEASON II

STEAMROLLER

REQUIREMENT

A friendly model declares a **Charge** against an enemy model.

REWARD

The Charging model gains *Anatomical Precision* or *Forceful Blow* for the **Attack** action.

[*Anatomical Precision*]
During an Attack from this model enemy models suffer [-1] ARM.

[*Forceful Blow*]
During a Charge, in addition to one or more Playbook damage results, the targeted enemy model suffers a [2"] Push directly away from this model and [2] DMG.

SEASON II

HUSBANDRY

REQUIREMENT

A friendly [Mascot] returns to the Pitch after suffering the **taken-out** condition.

REWARD

The friendly [Mascot] immediately heals to its max HP and gains [+2"/+2"] MOV for the remainder of the turn.

SEASON II

NUTS!

REQUIREMENT

An enemy model declares a **Parting Blow**.

REWARD

The friendly model targeted by the **Parting Blow** gains *Close Control* for the remainder of the turn.

[*Close Control*]
Once per turn this model may ignore the first Tackle Playbook result against it.

SEASON II

GIVE AS GOOD AS YOU GET!

REQUIREMENT

A friendly model declares a **Counter-Attack**.

REWARD

The friendly model gains [+2] TAC for the duration of the **Counter-Attack**.

SEASON II

DAMAGE SPONGE

REQUIREMENT

An enemy model declares an **Attack** against a friendly model.

REWARD

The friendly model gains [+1] DEF for the duration of the **Attack**.

SEASON II

HOME CROWD

REQUIREMENT

You lose an initiative-roll and do not have the first activation of the turn.

REWARD

At the end of the current Maintenance Phase the friendly team gains [1] MP.

SEASON II

ONE TOUCH FOOTBALL

REQUIREMENT

A friendly model receives a successful Pass and does not use a Teamwork momentous action.

REWARD

The friendly model may immediately make a Pass without spending Influence.

SEASON II

TRACKING BACK

REQUIREMENT

A friendly model ends its activation within [4"] of the friendly goal-post.

REWARD

The friendly model gains *Goal Defence* for the remainder of the turn.

[*Goal Defence*]
An enemy model that makes a Shot suffers [+1] TN to the Shot while this model is within [4"] of the friendly goal-post.

SEASON II

TAP IN

REQUIREMENT

A friendly model makes a Shot while within [4"] of the enemy goal-post.

REWARD

The friendly model gains [-1] TN to the Shot.

SEASON II