



# HEROIC LANDING



## REQUIREMENTS

A friendly model spends [1] MP to use a Heroic Play.

## REWARDS

The friendly team gains [1] MP.



Season III



# SUPER FAN



## REQUIREMENTS

The friendly team concedes a goal.

## REWARDS

Instead of making a goal kick, the Controlling Player may place the **ball-marker** in possession of a friendly model within [6"] of the friendly **goal-post**.



Season III



# FIELD DRESSING



## REQUIREMENTS

A friendly model uses 'Come On Mate!' to remove conditions.

## REWARDS

The friendly model may immediately use 'Take a Breather' to remove conditions, without spending MP.



Season III



# SIC 'EM



## REQUIREMENTS

A friendly [Mascot] model starts its activation within [4"] of a friendly [Captain] model.

## REWARDS

The friendly [Mascot] model gains 'Furious' for the remainder of the activation. (*Furious: This model may Charge without spending Influence.*)



Season III



# GOOD MARKER



## REQUIREMENTS

During its activation, a friendly model uses a Character Play before making its Standard-Advance.

## REWARDS

If the Character Play has a RNG with a numerical value the Character Play gains [+2"] RNG.



Season III



# COMPOSURE



## REQUIREMENTS

A friendly model makes a **Pass** while engaged by one or more enemy models.

## REWARDS

The friendly model gains [+2/+0"] KICK for the duration of the action.



Season III



# MATCH FIXING



## REQUIREMENTS

The enemy Player resolves a kick-scatter.

## REWARDS

The Controlling Player may force the enemy Player to reroll the kick-scatter. This new result may not be rerolled.



Season III



# WINGBACK



## REQUIREMENTS

A friendly model declares a **Charge** while within [8"] of the edge of the Pitch.

## REWARDS

The friendly model pays [1] less Influence to make this **Charge**.



Season III





## BRACE FOR IMPACT



### REQUIREMENTS

An enemy model targets a friendly model with a **Charge**.

### REWARDS

The friendly model gains 'Stoic' and 'Tough Hide' for the duration of the **Charge**.  
(**Stoic**: Once per turn this model may ignore the first **Push** that it suffers.)  
(**Tough Hide**: Enemy Plays that cause damage to, or Playbook damage results that hit this model are reduced by [-1] DMG.)



Season III



## KNEE SLIDER



### REQUIREMENTS

A friendly model scores a goal.

### REWARDS

Before the subsequent Goal Kick is resolved, the model that scores may immediately make a **Dodge** up to their max-move instead of using 'Run the Length!'.



Season III



## MAN MARKING



### REQUIREMENTS

A friendly model inflicts the **taken-out** condition on an enemy [Captain] model.

### REWARDS

During the next Maintenance Phase, add [+2] Influence to the friendly team's Influence Pool.



Season III



## WHO ARE YA?



### REQUIREMENTS

An enemy model scores a goal.

### REWARDS

The enemy model gains a **vengeance-token**. When a friendly model makes an **Attack** against an enemy model that has a **vengeance-token**, the friendly model may remove the **vengeance-token** to gain [+4] net-hits.



Season III

