**Heroic Landing**

**Requirements**

**Rewards**
The friendly team gains [1] MP.

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**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.

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**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.

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**Sic ‘Em**

**Requirements**

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

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**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.

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**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.

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**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.

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**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.
**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

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**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

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**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

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**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