

DON'T TOUCH THE HAIR!

REQUIREMENT

When an **Attack** or **Charge** is declared against a friendly model.

REWARD

Immediately after the active model resolves their **Attack** action, if able, the target model may then make a [2"] **Dodge**.

SEASON I

KEEP BALL

REQUIREMENT

Generate [1] MP from a **Pass**.

REWARD

The model currently in possession of the **ball-token** gains **Close Control** until the end of the turn.

Close Control
Once per turn, this model may ignore the first Tackle result against it.

SEASON I

KNEE SLIDER!

REQUIREMENT

A friendly model scores a goal.

REWARD

Before the subsequent Goal Kick is resolved, the model that scored may immediately make a **Dodge** up to their max-move.

SEASON I

MAKE A GAME OF IT!

REQUIREMENT

Concede the first goal.

REWARD

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

SEASON I

MAN DOWN

REQUIREMENT

A friendly model suffers the **taken-out** condition as a result of an **Attack** or Play from an enemy model, resulting in less friendly models on the Pitch than enemy models.

REWARD

All friendly models gain [+1] ARM until the end of the turn.

SEASON I

MAN MARKING

REQUIREMENT

An enemy [Captain] model suffers the **taken-out** condition as a result of an **Attack** or Play from a friendly model.

REWARD

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

SEASON I

MIRACULOUS RECOVERY

REQUIREMENT

A friendly model returns to the Pitch after suffering the **taken-out** condition.

REWARD

The friendly model may immediately be affected by 'Come On Mate!' without spending MP.

SEASON I

PROTECT YOUR BALLS

REQUIREMENT

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

REWARD

The friendly model may make an immediate **Counter-attack** without spending MP.

SEASON I

SECOND WIND

REQUIREMENT

Return one or more friendly models to play using the Icy Sponge rule.

REWARD

All friendly models returning to play in the current Maintenance Phase may make an **Advance** up to their max-move (instead of base-move).

SEASON I

SIDELINE REPAIRS

REQUIREMENT

Remove the **taken-out** condition and return a model to play using the Icy Sponge rule.

REWARD

The returned model may be placed anywhere in base contact with any table edge in your half of the Pitch.

SEASON I

VENGEANCE

REQUIREMENT

A friendly model suffers the **taken-out** condition as a result of an **Attack** or Play from an enemy model.

REWARD

Mark the enemy model with a **vengeance-token**. Models attacking the marked model may remove the **vengeance-token** to add [+4] net-hits to any single **Attack** action.

SEASON I

WHO ARE YA?

REQUIREMENT

An enemy model scores a goal.

REWARD

Mark the enemy model with a **vengeance-token**. Models attacking the marked model may remove the **vengeance-token** to add [+4] net-hits to any single **Attack** action.

SEASON I