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 1

Keep Ball

**Requirement**

**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 1

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 1

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 1

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 1

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 1

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 1

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 1
**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 1**

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**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 1**

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**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 1**

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**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 1**

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