**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**

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**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**

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**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**

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**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**

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**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**

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**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**

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**Give as Good as You Get!**

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

**Reward**

**Season II**

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**Damage Sponge**

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

**Reward**

**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**

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**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**

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**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**

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**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**

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