Both Players have selected their Guild Plots.

You may look at 1 random Guild Plot from your opponent's hand. You also gain 5 CP.

An enemy model is suffering 2 different conditions at the same time.

You gain 10 CP.

The friendly team has more MP than the opposing team in the End Phase.

Select 1 ongoing-effect AOE. This AOE is not removed in this End Phase. You also gain 1 Favour.

The friendly team scores 2 goals in the same turn.

You gain 15 CP.
An enemy model declares an **Attack** against a friendly model.

After the **Attack** is resolved, the friendly model may make a [2'] **Dodge**. You also gain [10] CP.

A friendly [Venin] inflicts the **bleed** condition on an enemy model.

You gain [10] CP.

A friendly model uses an AOE **Character Play**.

That Character Play gains [+3] **DMG**. Models hit by the Character Play additionally suffer the **bleed** condition. Models entering or ending their activation within the AOE additionally suffer the **bleed** condition.
THE STUDENT BECOMES THE MASTER

REQUIREMENT
A friendly [Apprentice] inflicts the taken-out condition.

REWARD
You also gain 10 CP.

BLACKSMITH’S GUILD
COMMON CAMPAIGN PLOT

FOAL PLAY

REQUIREMENT
A friendly [Farris] inflicts a Push on an enemy model.

REWARD
The friendly team may choose the direction when resolving any standard-scatter for the remainder of the turn.
You also gain [10] CP.

BLACKSMITH’S GUILD
COMMON CAMPAIGN PLOT

MASTER’S PRIDE

REQUIREMENT
A friendly [Apprentice] scores a goal.

REWARD
Before the subsequent Goal Kick is resolved, the friendly [Apprentice] may immediately make a [6"] Dodge towards a friendly [Master] model instead of using ‘Run the Length’!
You also gain [1] Favour.

BLACKSMITH’S GUILD
COMMON CAMPAIGN PLOT
A friendly [Apprentice] model declares an Attack against an enemy model while the enemy model is engaged by a friendly [Master] model.

**Reward**

**Blacksmith’s Guild Plots**

**Guidance Counselling**

**Requirement**
A friendly [Apprentice] model declares an Attack against an enemy model while the enemy model is engaged by a friendly [Master] model.

**Reward**

**Blacksmith’s Guild Plots**

**Sledgehammer**

**Requirement**

**Reward**

**Blacksmith’s Guild Plots**

**Iron Within**

**Requirement**

**Reward**
Friendly [Anvil] gains Bulwark for the remainder of the turn. You also gain [5] CP.

*Bulwark (Aura 6") – Friendly models within this aura gain [+1] ARM.*

**Blacksmith’s Guild Plots**

**Passing the Mantle**

**Requirement**
Activate a friendly [Master] model.

**Reward**
This friendly [Master] model becomes the [Captain] for the rest of the game. You also gain [10] CP.

**Blacksmith’s Guild Rare Campaign Plot**
**Off-Kilter**

**Requirement**
A friendly model fails a *Pass* that targeted a friendly model.

**Reward**
The targeted model may make a [2”] *Dodge* directly towards the ball-marker, after the kick-scatter has been resolved. You also gain [5] CP.

**Brewer’s Guild Plots**

**Bad Pint**

**Requirement**

**Reward**

**Brewer’s Guild Plots**

**Down and Out**

**Requirement**
An enemy model suffers the *taken-out* condition while suffering the *knocked-down* condition.

**Reward**
You gain [10] CP.

**Brewer’s Guild Plots**

**Over the Line**

**Requirement**
An enemy model suffers the *taken-out* condition as a result of leaving the Pitch.

**Reward**
You gain [15] CP.

**Brewer’s Guild Plots**
A friendly [Scum] starts the Maintenance Phase more than 4” from a friendly [Tapper].

**Reward**

The friendly [Scum] gains Counter-Charge and Follow Up for the remainder of the turn.

**Counter Charge** - Once per turn when an enemy model ends its Advance within 6” of this model, if this model is not engaged this model may immediately make a Charge targeting the enemy model.

**Follow Up** - When an enemy model ends an Advance that caused it to leave this model’s melee zone, this model may immediately make a Jog directly towards that model.
“Hangry?”

**Requirement**
A friendly [Mascot] causes damage to an enemy model with the [Human] or [Animal] type during its activation.

**Reward**
The friendly [Mascot] may make an additional Attack without spending Influence during this activation. You also gain [5] CP.

**Butcher’s Guild Plots**

**Leaving the Boot In...**

**Requirement**
During its activation, a friendly model successfully Tackles an enemy model.

**Reward**

**Butcher’s Guild Plots**

**Slick with Blood**

**Requirement**
An enemy model suffers the taken-out condition.

**Reward**
Position a [3] ongoing-effect AOE in contact with the taken-out model’s base. This AOE is fast-ground. You also gain [10] CP.

**Butcher’s Guild Plots**

**Tough Meat**

**Requirement**
The friendly team inflict the taken-out condition on an enemy [Captain] and an enemy [Mascot] in the same game.

**Reward**
You gain [15] CP.

**Butcher’s Guild Plots**
The enemy model suffers damage from an Attack while in possession of the ball-marker.

**Reward**
The enemy model suffers the knocked-down condition. If the ball-marker scatters from the enemy model, it scatters double the distance rolled. You also gain [5] CP.

Butcher's Guild Common Campaign Plot

**Bone Crunching Tackle**

Requirement
An enemy model suffers damage from an Attack while in possession of the ball-marker.

Reward
The enemy model suffers the knocked-down condition. If the ball-marker scatters from the enemy model, it scatters double the distance rolled. You also gain [5] CP.

Butcher's Guild Common Campaign Plot

A friendly [Boar] starts his activation engaged by at least one enemy model.

**Reward**
The friendly [Boar]'s Melee Zone is [2"] for the remainder of the turn.

Butcher's Guild Common Campaign Plot

**In Erskiri, The Hook Suffer You**

**Requirement**
A friendly [Meathook] declares a Charge against an enemy model.

**Reward**
The friendly [Meathook]'s Melee Zone is [2"] for the remainder of the turn.

Butcher's Guild Common Campaign Plot

A friendly model inflicts the taken-out condition on an enemy model.

**Reward**
The friendly model gains Berserk until the end of the turn.

Berserk - During its activation, if this model damages an enemy model with an Attack, this model may make an additional Attack without spending Influence. This ability cannot generate a further additional Attack from itself.

Butcher's Guild Rare Campaign Plot

**Ye Olde Pain Train**

**Requirement**
A friendly [Boar] starts his activation engaged by at least one enemy model.

**Reward**
The friendly [Boar] gains an additional activation this turn.

Butcher's Guild Common Campaign Plot

**Bloodbath**

**Requirement**
A friendly model inflicts the taken-out condition on an enemy model.

**Reward**
The friendly model gains Berserk until the end of the turn.

Berserk - During its activation, if this model damages an enemy model with an Attack, this model may make an additional Attack without spending Influence. This ability cannot generate a further additional Attack from itself.

Butcher's Guild Rare Campaign Plot
**SPRING-LOADED**

**Requirement**

**Reward**

---

**SYNCHRONICITY**

**Requirement**

**Reward**
You gain [15] CP.

---

**BOLT ACTION**

**Requirement**
A friendly model damages an enemy model using a Character Play.

**Reward**
The friendly model may use that Character Play again during this activation without spending Influence, regardless of restrictions.

---

**CREATION/DESTRUCTION**

**Requirement**
A friendly [Mechanica] model that has suffered the taken-out condition returns to the Pitch.

**Reward**
You gain [10] CP.
A friendly [Colossus] receives a successful Pass.

Reward
The friendly [Colossus] gains Sturdy for the remainder of the turn. You also gain [5] CP.

Sturdy – Once per turn this model may ignore the first knocked-down condition placed upon it.

ENGINEER’S GUILD
Common Campaign Plot

Mokojin

Requirement
Hoist uses True Replication.

Reward
The friendly team gains an amount of MP equal to the COST of the chosen Character Play.

ENGINEER’S GUILD
Common Campaign Plot

Transmission

Requirement
A friendly model makes a successful Pass to another friendly Guild model.

Reward
The receiving model gains [1] Influence and an additional activation this turn.

ENGINEER’S GUILD
Rare Campaign Plot
The friendly team inflicts the taken-out condition on an enemy model that is within a friendly Harrier AOE.


A friendly model applies conditions to [2] or more enemy models during its activation.

Friendly models gain [+2] TAC when making Attacks against any enemy model suffering one or more conditions until the end of the turn.

The friendly model may immediately position another Harrier AOE within [4"] of the first Harrier AOE. You also gain [10] CP.
**Talon Contest**

**Requirement**
A friendly model declares an **Attack** on an enemy model that is more than [2"] away.

**Reward**
Choose a friendly model. The friendly model gains **Hot Shot** until the end of the turn. You also gain [5] CP.

*Hot Shot* - Once per turn during its activation, if it is not suffering the knocked-down condition, this model may declare an **Attack** against an enemy model that is within [6"] and line of sight of this model as if it were engaging the enemy model.

**Falconer’s Guild Plots**

**Common Campaign Plot**

---

**Fight and Flight**

**Requirement**
A friendly model inflicts the **taken-out** condition on an enemy model.

**Reward**
The friendly model gains **Back To The Shadows** for the remainder of the turn. You also gain [5] CP.

*Back To The Shadows* - At the end of its activation, if this model caused damage to an enemy model during the activation, this model may make a [4"] **Dodge**.

**Falconer’s Guild Plots**

**Common Campaign Plot**

---

**Light as A Feather**

**Requirement**
A friendly model positions a **Harrier AOE**.

**Reward**
For the remainder of the turn all friendly models may treat friendly Harrier AOEAs as **fast-ground**.

**Falconer’s Guild Plots**

**Common Campaign Plot**

---

**Birdbrained**

**Requirement**
[2] or more enemy models are within [4"] of one or more Harrier AOEAs.

**Reward**
All enemy models within [4"] of a Harrier AOE suffer a [4"] **Push** directly towards the centre of the closest Harrier AOE. You also gain [5] CP.

**Falconer’s Guild Plots**

**Rare Campaign Plot**
And This Is Plough You Remind Me

**Requirement**
Activate a friendly [Ploughman].

**Reward**
The friendly [Ploughman] gains Mr Plough for the remainder of the turn.

Mr Plough – Friendly models treat rough-ground ongoing-effect AOE’s positioned by this model as fast-ground.

Farmer’s Guild Common Campaign Plot

Farmer’s Guild Plots

Many Hands Make Light Work

**Requirement**
An enemy model is engaged by three or more friendly models.

**Reward**
The enemy model suffers the knocked-down condition, You also gain [5] CP.

Farmer’s Guild Common Campaign Plot

Farmer’s Guild Plots

Fat of The Land

**Requirement**
During the Maintenance phase the friendly team has [5] harvest-markers on the Pitch.

**Reward**

Farmer’s Guild Common Campaign Plot

Farmer’s Guild Plots

Spill the Beans

**Requirement**
An enemy model removes a friendly harvest-marker during a Sprint or a Charge.

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

Farmer’s Guild Common Campaign Plot

Farmer’s Guild Plots
**Best In Show**

**Requirement**
A friendly [Bushel] activates while in possession of the ball-marker.

**Reward**
The friendly [Bushel] gains Showboating for the remainder of the turn. You also gain [5] CP.

Showboating – This model spends [1] less MP to make Teamwork actions.

**Farmer’s Guild Plots**

**Farmer’s Guild**
Common Campaign Plot

**I Bet You Ain’t Never Seen A Donkey Fly**

**Requirement**

**Reward**
The friendly [Mascot] gains Flying for the remainder of the turn. You also gain [5] CP.

Flying – When this model moves it ignores other model’s bases, terrain and ground. It cannot end its movement overlapping another base or barrier terrain.

**Farmer’s Guild Plots**

**Farmer’s Guild**
Common Campaign Plot

**Beet It**

**Requirement**
A friendly model inflicts the knocked-down condition on an enemy model.

**Reward**
Place a friendly harvest-marker within [4"] of the enemy model. You also gain [5] CP.

**Farmer’s Guild Plots**

**Farmer’s Guild**
Common Campaign Plot

**Season’s End**

**Requirement**
During the Maintenance phase the friendly team has [2] or more harvest-markers on the Pitch.

**Reward**
Every friendly model gains Right On Thyme for the remainder of the turn. You also gain [5] CP.

Right On Thyme – Once per turn during this model’s activation, the Controlling Player may choose a friendly harvest-marker within [2"] of this model and remove it from the Pitch. If a friendly harvest-marker is removed, this model gains [+/2]+/+2 MOV for the remainder of the turn.

**Farmer’s Guild Plots**

**Farmer’s Guild**
Rare Campaign Plot
**SEA BREEZE**

**Requirement**

**Reward**

**FISHERMAN’S GUILD PLOTS**

**Catch of the Day**

**Requirement**
A friendly model makes a successful Pass to another friendly model.

**Reward**
The receiving model may immediately spend [1] MP to make a Pass without spending Influence.

**FISHERMAN’S GUILD PLOTS**

**Batting Up**

**Requirement**
A friendly model in possession of the ball-marker ends its activation engaged by an enemy model.

**Reward**

**FISHERMAN’S GUILD PLOTS**

**Chumming the Water**

**Requirement**
A friendly model that has less than [8] current HP scores a goal.

**Reward**
You gain [15] CP.
A friendly model scores a goal while in base contact with the goal-post.

**Reward**
- You gain [10] CP.
- The friendly team gains [1] additional MP.

_Fisherman’s Guild Common Campaign Plot_

---

_A friendly [Angel] is allocated at least [1] Influence during the Maintenance Phase._

**Reward**
- The friendly [Angel] gains *Escaping Fate* until the end of the turn.

*Escaping Fate* - “Once per turn when this model is reduced to [0] HP, before suffering the taken-out condition, this model may recover [1] HP, remove all conditions, and make a [4”] Dodge.”

_Fisherman’s Guild Common Campaign Plot_

---

_A friendly [Salt] scores a goal._

**Reward**
- The friendly [Salt] may immediately make an [8”] Dodge and gains [+1] DEF for the remainder of the turn.

_Fisherman’s Guild Common Campaign Plot_

---

_A friendly model gains [0] CP. The friendly team gains [0] additional MP._

---

_The friendly team has [3] or more MP._

**Reward**
- The friendly team may re-roll missed Kicks for the remainder of the turn.

_Fisherman’s Guild Rare Campaign Plot_
Favour of the Sun Father

Requirement
There are [4] enemy models suffering the snared condition at the same time.

Reward

Hunter's Guild Plots

Hit the Mark

Requirement
A friendly model hits an enemy model using a Character Play.

Reward
You gain [15] CP.

Hunter's Guild Plots

Swift as Shadows

Requirement
A friendly model makes a successful Pass to another friendly model.

Reward
The receiving model may use 'Pass'n' Move' without spending MP. You also gain [5] CP.

Hunter's Guild Plots

Bear Foot Training

Requirement
During its activation, a friendly model successfully Tackles an enemy model.

Reward
During that activation, the friendly model may make a Pass without spending Influence. You also gain [10] CP.

Hunter's Guild Plots
Rascally Rabbit

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

**Reward**
You gain [10] CP.

Hunter’s Guild Plots

And His Name Is...

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

**Reward**

Hunter’s Guild Plots

Signal Flare

**Requirement**
A friendly [Captain] model uses a Character Play that targets another friendly model.

**Reward**
Friendly Guild models may generate [1] MP from successful Character Plays that target enemy models for the remainder of the turn.

Hunter’s Guild Rare Campaign Plot

Traps, Traps Everywhere!

**Requirement**
Activate a friendly [Chaska].

**Reward**
During the friendly [Chaska]’s activation this turn, the Controlling Player may place [2] trap-markers instead of [1].
You also gain [10] CP.

Hunter’s Guild Plots
A friendly model ends its activation with at least `[1]` Influence.


You also gain `[5]` CP.

Mason’s Guild
Common Campaign Plot

A friendly model makes a successful Pass to another friendly model.

You gain `[10]` CP.

Mason’s Guild
Common Campaign Plot

A friendly model is targeted by another friendly model using a Character Play.


Mason’s Guild
Common Campaign Plot

A friendly model is targeted by an enemy model using a Character Play.


Mason’s Guild
Common Campaign Plot
A friendly model uses Take a Breather.

**Stoic** – Once per turn this model may ignore the first Push that it suffers.

You also gain [10] CP.

---

A friendly [Harmony] models gain Assist [Harmony] for the remainder of the turn.

**Assist** - When making an Attack against an enemy model engaged by the friendly named model, this model gains [+1] TAC and [+1] DMG to Playbook damage results.

---

In the End Phase there are [2] other friendly [Mason] models within [2"] of the friendly [Captain].

An enemy model declares a Parting Blow against a friendly model.

You also gain [+10] CP.

A friendly model suffers the taken-out condition from an enemy Attack.

After the Attack is resolved, the enemy team loses [+2] MP.
You gain [+5] CP.

A friendly model suffers the taken-out condition from an enemy Attack.

The friendly model may immediately make an Attack without spending Influence before being removed from the Pitch.
You also gain [+10] CP.

The friendly team gains all MP generated from Take Downs for the remainder of the turn.
You also gain [+1] Favour.

You also gain [+5] CP.
<table>
<thead>
<tr>
<th>Card Name</th>
<th>Requirement</th>
<th>Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bella Tricks</td>
<td>A friendly [Dirge] ends its activation within [8&quot;] of a friendly [Cosset].</td>
<td>Place the friendly [Cosset] in base contact with the friendly [Dirge].</td>
</tr>
<tr>
<td>Room for Two</td>
<td>A friendly [Casket] uses Casket Time.</td>
<td>This model may use its Legendary Play [1] additional time during this game. You also gain [5] CP.</td>
</tr>
<tr>
<td>Delaying the Inevitable</td>
<td>Play this card during the Maintenance Phase before any Influence is allocated.</td>
<td>The friendly team automatically wins the next initiative-roll.</td>
</tr>
</tbody>
</table>
Hamster Wheel

Requirement
A friendly [Piper] uses Reverie on target friendly model.

Reward
Target friendly model gains [+2/+2] MOV for the remainder of the turn.

Ratcatcher’s Guild Plots

Down With The Sickness

Requirement
During the Maintenance phase [5] or more models are suffering the disease condition.

Reward
Each enemy model not already suffering the disease condition immediately suffers the disease condition. You also gain [10] CP.

Ratcatcher’s Guild Plots

Sewer Shortcut

Requirement
A friendly model ends their activation.

Reward
Place the model in base contact with either the friendly or the enemy goal-post. You also gain [5] CP.

Ratcatcher’s Guild Plots

The Scourging

Requirement
A friendly model begins its activation suffering the knocked-down condition.

Reward
You may remove any number of conditions from friendly models.

Ratcatcher’s Guild Plots
**Black Widow**

**Requirement**
A friendly [Pelage] is engaged by two or more enemy models.

**Reward**

**Rodent Rampage**

**Requirement**
A friendly [Squeak] activates.

**Reward**

**Snackdigger**

**Requirement**
A friendly model inflicts the taken-out condition and gains more than [2] VP for doing so.

**Reward**

**The Rising Swarm**

**Requirement**
A friendly model scores a goal outside of its activation.

**Reward**
All friendly models may immediately make a [2"] Dodge. All friendly models gain Shadow Like for the remainder of the turn.

*Shadow Like - At the start of this model’s activation it may make a [2"] Dodge.*

**Ratcatcher’s Guild Plots**

**Ratcatcher’s Guild Common Campaign Plot**
A friendly model makes a Sprint and scores a goal in the same activation.

Reward
You gain \([10]\) CP and \([1]\) Favour.

The Union
Common Campaign Plot

The friendly team gains \([1]\) or more MP.

Reward
Spend \([1]\) MP to immediately allocate \([1]\) Influence to a friendly model. You also gain \([5]\) CP and \([1]\) Favour.

The Union
Common Campaign Plot

A friendly model returns to the Pitch and is allocated Influence equal to its Max-INF in the same turn.

Reward
You gain \([15]\) CP.

The Union
Common Campaign Plot

The friendly team scores \([6]\) or more VPs in a single turn.

Reward
You gain \([15]\) CP.

The Union
Common Campaign Plot
At the end of the Maintenance Phase choose a friendly model that is more than [8"] from the friendly [Captain].

That model is allocated [1] Influence.

A friendly [Decimate] starts her activation within the opponent’s half of the Pitch.

The friendly [Decimate] gains Crucial Artery for the remainder of the turn.

Crucial Artery - When damaged by this model enemy models suffer the bleed condition.

At the end of the Maintenance Phase choose an enemy model that is within [8"] of the friendly [Captain].

The chosen enemy model may not activate until after the friendly [Captain] has activated this turn, unless there are no other models that can be activated. You also gain [1] Favour.
Win the game without inflicting the taken-out condition.

Reward
You gain [10] CP.
Win the game without scoring a goal.

Reward
You gain [10] CP.

Common Campaign Plot
A friendly model uses **Defensive Stance**.

You gain [5] CP.

**Defensive Drills**

**Requirement**
A friendly model uses Defensive Stance.

**Reward**
You gain [5] CP.

**Common Campaign Plot**
**Double Down**

**Requirement**
Inflict the taken-out condition on the same model twice in the same game.

**Reward**
You gain [10] CP.

---

**Campaign Guild Plots**

Common Campaign Plot
Score two goals with the same model in the same game.

Reward
You gain [5] CP.
A friendly model inflicts the taken-out condition on two different enemy models in the same game.

You gain [5] CP.
A friendly model performs a **Tackle** and a **Pass** in the same activation.

**Reward**
You gain [5] CP.
One for the Crowd

Requirement
A friendly model makes a Snap Shot!

Reward
You gain [5] CP.

Campaign Guild Plots

Common Campaign Plot
A friendly model uses a Legendary Play or Heroic Play.

You gain [5] CP.
**It’s UNBELIEVABLE GEOFF!**

**Requirement**
A friendly [Mascot] inflicts the *taken-out* condition or scores a goal.

**Reward**
You gain [10] CP.

**Campaign Guild Plots**

**Common Campaign Plot**
**Homework Done**

This card may be played at any time after deployment but before kick-off.

**Effect**

Place a **vengeance-token** on an enemy model. A friendly model making an **Attack** targeting the marked enemy model may remove the **vengeance-token** to gain [+4] net-hits to that **Attack**.

If the marked enemy model is taken-out by this **Attack** you gain [15] CP and [1] Favour.

*Rare Campaign Plot*

---

**Blind Eye**

This card may be played when a friendly non-[Mascot], non-[Captain] model suffers the **taken-out** condition.

**Effect**

When this model would return to the Pitch, instead choose any other friendly non-[Mascot], non-[Captain] model from your roster that is not currently on the Pitch. The new model enters play as if it had received an Icy Sponge token. The new model enters play with full HP.

*Rare Campaign Plot*

---

**Poisoned Chalice**

**Requirement**

A friendly [Loaned] model suffers the **taken-out** condition.

**Reward**


*Rare Campaign Plot*

---

**Jumping the Whistle**

This card may be played at any time during a friendly activation except while resolving an action.

**Effect**

All friendly models may immediately make a [2"] **Dodge**.

*Rare Campaign Plot*
"He Did What!?"

**Requirement**
Activate a friendly model.

**Reward**
Choose another friendly model. It may immediately activate after this model has ended its activation if able to do so. You also gain [10] CP and [1] Favour.

*Rare Campaign Plot*

---

**From the Half Way Line**

**Requirement**
Activate a friendly model.

**Reward**
This model gains [+1/+2] KICK for the remainder of the turn. You also gain [10] CP.

*Rare Campaign Plot*
Vengeance

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

Reward
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.

Common Campaign Plot

**Reward**

The model currently in possession of the ball-marker gains Close Control.

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

**Common Campaign Plot**
An enemy model scores a goal.

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.

Common Campaign Plot

The friendly team gains [1] MP.

**Common Campaign Plot**
**Sic 'Em**

**Requirement**

**Reward**
The friendly [Mascot] model gains *Furious* for the remainder of the activation.

*Furious* - This model may Charge without spending Influence.

Common Campaign Plot
A friendly model suffers a Tackle and loses possession of the ball-marker.

The friendly team gains [1] MP.
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.

**Common Campaign Plot**
A friendly model ends its activation within [4"] of the friendly goal-post.

The friendly model gains Goal Defence for the remainder of the turn.

Goal Defence - Enemy models suffer [+1] TN to Shots while this model is within [4"] of a friendly goal-post.

Common Campaign Plot
A friendly model returns to the Pitch after suffering the taken-out condition.

The friendly model may immediately be affected by 'Come On Mate!' without spending MP.
A friendly model makes a Pass while engaged by one or more enemy models.

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

**Common Campaign Plot**

[+2/+0] INF

[+1] DEF

[+2″/+2″] MOV
Re-roll Shots

[+2] DEF against Parting Blows

[+0/+4”] KICK while making passes

[+4”] Dodge when running the length
[+4"] Dodge when Give’n’Go or Pass’n’Move.

Campaign Sponsorships

Guild Ball

Campaign Sponsorship
FAVOUR
FAVOUR
FAVOUR
FAVOUR
FAVOUR
FAVOUR
FAVOUR
FAVOUR