

2 DAMAGE (DMG) p47

Reduce the current HP on the target enemy model by the number shown.

> PUSH

The target model suffers a $\llbracket 1 \rrbracket$ Push for each arrow shown on the Playbook result. {Single push in a straight line}

< DODGE

The active model may make a $\llbracket 1 \rrbracket$ Dodge for each arrow shown on the Playbook result. {Not restricted to straight line}

T TACKLE

If the target model currently has possession of the ball, the active model immediately gains possession of the ball. This result may not be selected if the target model is not in possession of the ball.

KD KNOCKED-DOWN

The target model suffers the knocked-down condition. This result may not be selected if the target model is already suffering the knocked-down condition.

PLAY

Shown as a number of play-icons. The active model may use play-icons to pay for a single Character Play from their Playbook (without spending Influence). The Playbook shows the cost in play-icons required for each Character Play.

BLEED

p29

A model with the bleed condition suffers $\llbracket 3 \rrbracket$ DMG during the next Maintenance Phase and then the condition is removed.

BURNING

While a model has the burning condition it suffers $\llbracket 2 \rrbracket / \llbracket 2 \rrbracket$ MOV. Additionally, models with the burning condition suffer $\llbracket 1 \rrbracket$ DMG during the Maintenance phase.

POISON

Models with the poison condition suffer $\llbracket 2 \rrbracket$ DMG during the Maintenance Phase.

+ TAKEN OUT

When a model is reduced to $\llbracket 0 \rrbracket$ HP it suffers the taken-out condition and is immediately removed from the Pitch. Remove all other conditions from the model.

Models that are taken-out do not generate, and cannot be allocated, any Influence and are not permitted to activate.

KNOCKED-DOWN

- Knocked-down models do not block LOS.
- Knocked-down models cannot engage an enemy model.
- Knocked-down models cannot have possession of the ball.
- Knocked-down models cannot use any Character Plays.
- Knocked-down models may forfeit their Advance action in order to remove this condition (i.e. stand up).
- Knocked-down models may spend $\llbracket 1 \rrbracket$ MP to stand up.
- Knocked-down models may suffer a Push or make a Dodge but may not Advance, or be moved, by any other means.
- A knocked-down model suffers $\llbracket -1 \rrbracket$ DEF.
- If a model in possession of the ball suffers the knocked-down condition, they immediately lose possession. Center the ball-token on the knocked-down model and immediately perform a standard-scatter.

ATTACK BONUSES & PENALTIES p45

- CHARGING - $\llbracket +4 \rrbracket$ dice-pool
- GANGING UP - $\llbracket +1 \rrbracket$ dice-pool for each additional friendly model engaging the target
- KNOCKED DOWN - $\llbracket -1 \rrbracket$ DEF
- CROWDING OUT - $\llbracket -1 \rrbracket$ dice-pool for each enemy model engaging the attacking model

GAINING MOMENTUM p56

- SCORE A GOAL $\llbracket 1 \rrbracket$ MP
- SCORE A SCREAMER $\llbracket 2 \rrbracket$ MP (2+ sixes rolled)
- PASS THE BALL $\llbracket 1 \rrbracket$ MP
- TAKE DOWN $\llbracket 1 \rrbracket$ MP
- PLAYBOOK $\llbracket 1 \rrbracket$ MP (momentous results)

USING MOMENTUM p57-58

SHOOTING ON GOAL
COUNTER-ATTACK

Immediately after the active charging/attacking model resolves their Attack action, if able, the target model may then make an Attack action back

DEFENSIVE STANCE

$\llbracket +1 \rrbracket$ DEF against the Charge attack made by the active model.

TEAMWORK (after successful pass, choose one)

- Give'n'Go - Active model makes $\llbracket 4 \rrbracket$ Dodge
- Pass'n'Move - Receiving model makes $\llbracket 4 \rrbracket$ Dodge
- Snap Shot! - The receiving model may spend $\llbracket 2 \rrbracket$ MP to immediately make an out-of-activation Shot attempt on goal without spending Influence. Requires $\llbracket 2 \rrbracket$ hits to score.

RUN THE LENGTH!

After scoring a goal make a $\llbracket 4 \rrbracket$ Dodge

BONUS TIME!

Add a single die to a dice-pool, before rolling.

TAKE A BREATHER LAD!

Recover $\llbracket 4 \rrbracket$ HP or remove all status conditions.

COME ON MATE!

$\llbracket 2 \rrbracket$ MP - Target friendly model within $\llbracket 8 \rrbracket$ recovers $\llbracket 4 \rrbracket$ HP or removes all status conditions.

GLIDING

Move across rough ground without penalty.

INFLUENCE p30

- Pass
- Shot on goal - $\llbracket 1 \rrbracket$ MP
- Sprint
- Charge - $\llbracket 2 \rrbracket$ INF
- Make an Attack
- Make a Play

KICKING SEQUENCE p41

1. After paying applicable costs, the active model declares a target-spot within range of their kick-distance
2. Generate a dice-pool using the kicking model's base-kick
 - $\llbracket -1 \rrbracket$ dice-pool per engaging enemy model
 - $\llbracket -1 \rrbracket$ dice-pool per intervening enemy model
3. A Kick attempt is resolved as a $\llbracket 4+ \rrbracket$ TN test
 - $\llbracket +1 \rrbracket$ TN if target spot not in LOS
 - $\llbracket +1 \rrbracket$ TN per enemy model engaging target model
4. Upon a successful Kick:
 - If the target-spot was a model, the model immediately gains possession
 - Otherwise, immediately scatter from the target-spot using the kick-scatter rules. You may choose to re-roll the enter kick-scatter once
5. Upon an unsuccessful Kick:
 - Immediately scatter from the target-spot using the kick-scatter rules

GOAL KICK p40

- The ball-token may be placed within $\llbracket 10 \rrbracket$ of the friendly goal-token
- Determine where the ball-token lands using the kick-scatter rules

THROW-INS p43

- If the ball-token leaves play immediately place it at the centre spot of the board
- Use a standard-scatter to determine where the ball lands
- Center the ball-token on the final landing-spot

STANDARD SCATTER p42

- Occurs when knocked-down or Throw-Ins
- #1 points toward active players goal-token

KICK SCATTER

- Occurs when ball is kicked (pass to empty field, missed goal)
- 90-degree line points in direction ball was originally travelling
- Each intervening model on the ball-path may choose to intercept

SNAP TO p39

- A model that start its activation or moves within $\llbracket 1 \rrbracket$ of a free-ball
- If the ball-token lands or is placed within $\llbracket 1 \rrbracket$ of a model
- If each team has a model within $\llbracket 1 \rrbracket$ each model may roll $\llbracket 1D6 \rrbracket$ and add their base-kick to gain possession