









PLAYBOOK RESULTS

When attacking an enemy model, the attacking model will normally be able to select one or more results from their playbook. There are a number of different types of playbook result to choose from which are explained below:

-  **2** **Damage (DMG) or playbook damage result** – Reduce the current HP of the target model by the number shown.
-  **Push** – Move the target model up to 1" for each arrow shown. Pushes have to be in a straight line. Models can't be hit by parting blows while being pushed.
-  **Dodge** – The attacking model may move up to 1" for each arrow shown. Models can't be hit by parting blows while dodging.
-  **T** **Tackle** – If the target model has the ball, the attacking model gains possession of the ball.
-  **Character Play** – The attacking model may choose a character play with this icon as its CST and use it. This character play hits automatically.
-  **KD** **Knocked down** – The target model suffers the knocked down condition.



NORMAL TURN SEQUENCE

1. INITIATIVE PHASE

Both Players select a Game Plan card and reveal it to their opponent. Both Players add the initiative score of their Game Plan to their current MP.

Highest score can choose who has Initiative.

Reset all MP to 0, then the Player who does not have Initiative gains 1 MP.

2. MAINTENANCE PHASE

Player with Initiative does every step, then the other player.

- Return taken out models to pitch
- Generate influence pool
- Modify influence for goals and Game Plans
- Allocate influence

3. ACTIVATION PHASE

Starting with the Player with Initiative, take turns to activate one model until all models have been activated.

4. END PHASE

Remove all ongoing and sustain effects from the pitch, remove any remaining influence.

Resolve conditions.



CONDITIONS



Burning

Model suffers -2"/-2" MOV.
Suffer 1 DMG in the End Phase.



Poison

Suffer 2 DMG in the End Phase.



Bleed

Suffer 3 DMG in the End Phase, then remove.



Snared

Suffers -2"/-2" MOV and -1 DEF.



Knocked Down

Loses possession of the ball (perform scatter).
Cannot be passed the ball.
Does not block line of sight.
Cannot engage enemy models.
Cannot make attacks, character plays,
or advances.
Suffers -1 DEF.
Model may forfeit its standard advance to
remove this condition.



SPENDING MOMENTUM

MOMENTOUS ACTIONS

- **Bonus Time** (+1 die to a roll, once per roll) . . -1MP
- **Gliding** (ignore rough terrain) -1MP
- **Shot on goal** (spend 1 influence to make a kick, must have the ball) -1MP
- **Rest** (recover 4 HP or remove all conditions) -1MP
- **Encourage** (Friendly model within 8" recovers 4 HP or removes all conditions) . . . -2MP
- **Heroic Play** -1MP

MOMENTOUS REACTIONS

- **Counter Attack** (Declare when attacked, attack back immediately after attack.) -1MP
- **Defensive Stance** (+1 DEF against a charge attack) -1MP
- **Run the Length!** (Scoring model may dodge 4") -1 MP
- **Pass & Move** (after a successful pass, either the kicker or receiver may dodge 4") . -1 MP
- **Snap Shot** (receiver of a pass may shoot at goal, needs 2 hits to score) -2MP