

TRAINED FORMATION CHANGE

A team can change position of two players in the formation at the end of its action stage. This can be used only once per game. The use of this card does not require to use condition points.

This card can be played at the end of the team's action stage

WIDE PLAYER MATERIAL

Each time a team makes a player substitutions to change fresh player to the pitch, reduce 2 from dice result which determines number of condition points. The use of this card does not require to use condition points.

HIGH CONDITION

Instead a normal movement action, the team roll a die and can make as many moves as the die result (minimum the number of players in formation in the corresponding zone). All moves can be any type (defence - midfield - forward).

OFF SIDE TRAP

The advanced offside rule applies to the opponent team if the target contains that team's players and also a second lowest player of the defending team.

This card can be played when the opponent moves the ball to a new target area.

SHORT PASSES

If the target area is in the midfield then the controlling team can reduce one from the ball value after its movement action if the chosen movement type was midfield and the opponent has not more players in the target area.

FANATIC FANS

At the beginning of the team's actions stage, roll a die:

- 1: Add one for ball value (only if PT)
- 2: +1 modifier for pressing roll
- 3: Team can make three actions
- 4: Reduce 1 from ball value (only if CT)
- 5: +2 moves (any type)
- 6: +1 modifier for goal attempts

SWEEPER KEEPER

If the target area is in the defence zone of the passive team and the controlling team has no players there at the beginning of the turn, then the passive team's goal keeper can move that area (or stay in that area) if it is an adjacent area. The move is free and done at the beginning of the action stage. The passive team then gets -2 modifier for a pressing roll.

This card can be played at the team's action stage.

CREATIVE GOAL KEEPER

When a controlling team's start area is its penalty area and its goal keeper is in that area the number of movements the opponent team can make in the next action stage is reduced by two. This skill must be played when the teams is choosing the target area.

This card can be played at the team's action stage.

SHOT STOPPER

An opponent must use two dice for a goal attempt. The highest result is ignore. For difficult goal attempts the two dice are used for first roll.

The use of this skill costs 3 condition points.

This card can be played when the opponent performs a goal attempt, but before the die is rolled for the attempt.

PENALTY SHOT SAVER

The opponent must roll two dice for a penalty shot and discard the highest one. No condition points require for the use.

TACKLE

A passive team may roll two dice for pressing (also for aggressive) in its defence zone. If the pressing is aggressive and the dice equals the opponent will get a free kick and the passive team must roll for a yellow card.

This card can be played at the team's action stage, but before a die is rolled for the pressing action.

STOPPER

The passive team player is counted as three players in a target area in a defence zone during the opponent actions.

This card can be played at the beginning of the opponent action stage.

SKILLED FULLBACKS

After successful pressing action in the defence zone, a new controlling team can choose to move the ball up to two areas.

Add +1 for ball value is area moved.

DOUBLING

The passive team can increase ball value by 2 (but not beyond 6) if after movement action it has more players in the target area than the controlling team and the target area is its defence zone.

DRIBBLING

A controlling team can move the ball one area with a player if the area where the move starts contains more controlling team players than passive team players and the area where to move contains no passive team players.

MIDFIELD PRESSING

A passive team may roll two dice for pressing (also aggressive) in the midfield zone. If the pressing is aggressive and the dice equals the opponent will get a free kick and the passive team must roll for a yellow card.

This card can be played at the team's action stage, but before a die is rolled for the pressing action.

CREATIVE MIDFIELDER

If a controlling team has ball in the area containing the centre circle it can choose to move the ball to an adjacent area as an action.

CROSSING

If the start area is in the midfield zone and the target area contains a controlling team player the long pass modifier is ignored.

MIDFIELD GENERAL

If the target area is in the midfield zone, then a team can choose to change order of action stages. The use of this ability costs 2 condition points after first use.

This card can be played at the beginning of the first action stage.

ACTOR

When an opponent must roll for yellow or red card, they must roll two dice instead of one. The actor can choose which one to discard. If the dice equals, the original event will be ignored and the actor will get yellow card instead and the opponent will continue with a free kick.

This card can be played before a die for a red/yellow card is rolled.

GOAL POACHER

If the target area is in the penalty area and the team has a player there, it can choose to change the order of the action stages. The team must make a goal attempt as its first action then. The use of this skill costs 3 condition points. Controlling team only.

This card can be played at the beginning of the first action stage.

CLINICAL FINISHER

+1 modifier for goal attempts in the box. The use of this skill costs 2 condition points.

This card can be played before a goal attempt die is rolled.

TARGET MAN

The controlling team player is counted as three players in a target area in an attacking zone during the opponent actions.

This card can be played at the beginning of the opponent action stage.