

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 skill does not require condition points.

This skill can be played at the end of the team's actions stage.

condition points to required use the skill

0

WIDE PLAYER MATERIAL

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

This skill can be played on the team's actions stage.

condition points to required use the skill

0

HIGH CONDITION

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

This skill can be played on the team's actions stage.

condition points to required use the skill

1

FANATIC FANS

Roll a die. If the die result equals to the ball value the opponent team is awarded a free kick and the own team must roll for a yellow card. Otherwise the ball value is changed to equal to the die roll result.

This skill can be played at the end of the stage four after a new ball value is setup.

condition points to required use the skill

1

TRAINED SPECIAL EVENT

+1 die roll modifier for a direct goal attempts from a free kicks or a goal attempts made as a first action after a corner kick.

This skill can be played on the own action stage.

condition points to required use the skill

1

SWEeper KEEPER

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

This skill can be played at the beginning of the team's actions stage.

condition points to required use the skill

1

CREATIVE GOAL KEEPER

If the team controls the ball at the beginning of the turn in its own goal penalty area the number of movements the opponent team can make in the following action stage is reduced by two.

This skill can be played at the beginning of the turn.

condition points to required use the skill

1

SHOT STOPPER

The opponent must roll two dice instead of one for a goal attempt. The highest result is discarded. In the case of a difficult goal attempt the two dice are used for the first roll.

This skill can be played when the opponent announces to make a goal attempt, but before the die roll.

condition points to required use the skill

3

PENALTY SHOT SAVER

The opponent must roll two dice instead of one for a penalty shot. The highest result is discarded.

This skill can be played at the beginning of a penalty shot.

condition points to required use the skill

0

LEADING GOAL KEEPER

The opponent must roll two dice instead of one for a goal attempt made directly from a free kick or at a corner kick given to the penalty area.

This skill can be played when the opponent announce to make a goal attempt, but before the die roll.

condition points to required use the skill

1

TACKLE

The passive team may use two dice for a pressing roll in its defence zone and discard the highest result.

This skill can be used also for an aggressive pressing roll, in which case if the dice results equals the opponent is awarded a free kick and the pressing team must roll for a yellow card. The aggressive pressing requires the extra condition point only if it would otherwise be done with only one die.

This skill can be played on the team's actions stage.

condition points to required use the skill

1

STOPPER

A player of the passive team is counted as three players in a target area in a defence zone during the opponent action stage.

This skill can be played at the beginning of the opponent's action stage.

condition points to required use the skill

1

SKILLED FULL BACK

After a successful pressing action in the defence zone the new controlling team can choose to move the ball up to two areas. The ball value is increased by one for each area moved.

This skill can be played on the team's actions stage after a pressing action.

condition points to required use the skill

1

DOUBLING

The passive team can increase the ball value by 2 in its defence zone at end of its movement action if the team has more players than the controlling team in the area where ball exists.

This skill can be played at the end of the passive team's movement actions.

condition points to required use the skill

1

OFF SIDE TRAP

A player of the opponent team in the target area is counted to be in an offside risk position if the target area contains the second lowest player of the defending team.

This skill can be played at the stage two when ball value modifiers are applied.

condition points to required use the skill

1

MIDFIELD GENERAL

If the target area is in the midfield then the controlling team can reduce one from the new ball value after a successful control check.

This skill can be played at the end stage four after a new ball value is setup.

condition points to required use the skill

2

CREATIVE MIDFIELDER

If the controlling team has the ball in the area containing the centre circle it can choose to move the ball to an adjacent area. The ball cannot be moved to an area which does not contain a player of the controlling team.

This skill can be played on the team's actions stage.

condition points to required use the skill

1

MIDFIELD PRESSING

The passive team may use two dice for a pressing roll in its midfield zone and discard the highest result.

This skill can be used also for an aggressive pressing roll, in which case if the dice results equals the opponent is awarded a free kick and the pressing team must roll for a yellow card. The aggressive pressing requires the extra condition point only if it would otherwise be done with only one die.

This skill can be played on the team's actions stage.

condition points to required use the skill

1

CROSSING

If the start area is in the midfield zone and the target area contains a player of the controlling team player the long modifier for the ball value is ignored.

This skill can be played at the stage two when ball value modifiers are applied.

condition points to required use the skill

1

MIDFIELD DRIBBLER

If the ball is in the midfield zone the controlling team can try to dribble the ball to the adjacent area. The team must roll a die and reduce the ball value from the die value. If the result is higher or equals to the number of opponent players in the area a CT player and the ball can be moved to an adjacent area. Otherwise the opponent gets the ball and the new value will be the die value rolled for the dribbling.

This skill can be played in the controlling team's actions stage.

condition points to required use the skill

1

SHORT PASSES

If the target area is in the midfield then the controlling team can reduce one from the new ball value after a successful control check.

This skill can be played at the end stage four after a new ball value is setup.

condition points to required use the skill

1

TARGET MAN

A player of the controlling team is counted as three players in a target area in an attacking zone during the opponent action stage.

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

condition points to required use the skill

1

CLINICAL FINISHER

+1 die roll modifier to a goal attempt made from the penalty area.

This skill can be played when the team announces the goal attempt, but before the die is rolled.

condition points to required use the skill

2

GOAL POACHER

The controlling team can choose to change the order of the action stages if the target area is in the opponent's penalty area in the controlling team has a player in that area. The first action of the controlling team must be a goal attempt.

This skill can be played at the end of the control check stage.

condition points to required use the skill

3

ACTOR

If a special event would occur in the team's attack zone roll a die before determining the special event.

- 1: Instead of a special event the actor will get a yellow card and a free kick is awarded to the opponent team.
- 2-3: no effect, roll for a special event.
- 4-6: Instead of a special event the actor's team is awarded a free kick. The opponent must roll for a yellow card with +1 die roll modifier.

This skill can be played in the control check phase when a special event occurs.

condition points to required use the skill

1

DRIBBLING ATTACKER

If the ball is in the attack zone the controlling team can try to dribble the ball to the adjacent area. The team must roll a die and reduce the ball value from the die value. If the result is higher or equals to the number of opponent players in the area a CT player and the ball is moved to the adjacent area. Otherwise the opponent gets the ball and the new value will be the die value rolled for the dribbling. This skill can be played in the controlling teams actions stage.

This skill can be played in the controlling team's actions stage.

condition points to required use the skill

1

SKILLED ATTACKER

If the target area is in the attack zone then the controlling team can reduce one from the new ball value after a successful control check.

This skill can be played at the beginning of turn when the target area is chosen.

condition points to required use the skill

1

condition points to required use the skill

0

condition points to required use the skill

0

condition points to required use the skill

0

condition points to required use the skill

0

condition points to required use the skill

0