

SEASON 4  
**GAME PLAN DECK**

**EXAMPLE CARD**

Text effect: The effect of the Game Plan will be listed here.

+X Initiative score      +X Influence modifier

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**CAUGHT OUT OF POSITION**

Starting with the player that has the Initiative, both players may choose 1 enemy model and make a 2" dodge with that model. The chosen model is a friendly model during this action.

+7      -1

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**RISKY PLAY**

The opposing player may choose one of their Squaddie models. The chosen model gains +1 TAC.

+7      +0

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**PLAY TO THE CROWD**

Friendly models may spend 1 less MP to make Snap Shots.

+6      +0

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### PICK UP THE PACE!

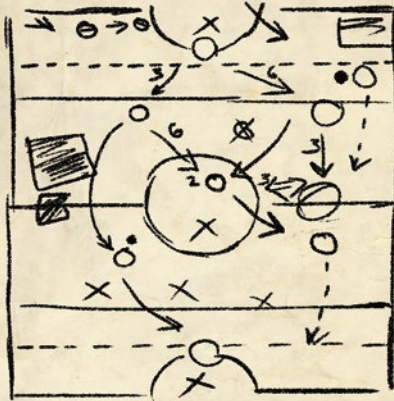
Starting with the player that has the Initiative, both players may choose 1 friendly Squaddie model. The chosen models gain +2"/+2" MOV.

+6

+0

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GB GAMEPLAN CARD GB



GB GAMEPLAN CARD GB



### BOOT SPONSORSHIP

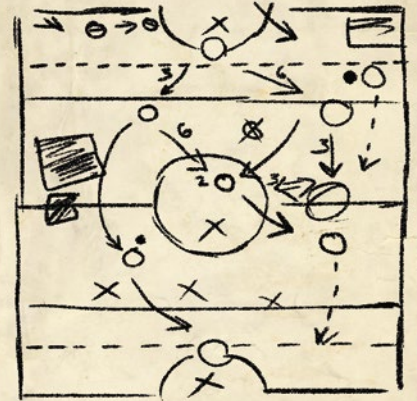
Friendly models may use Gliding without spending MP.

+5

+0

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GB GAMEPLAN CARD GB



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### MUD SLIDE

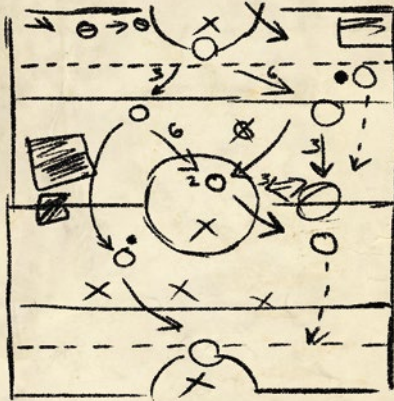
Choose a piece of rough ground on the pitch. The chosen terrain piece instead counts as fast ground.

+5

+0

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GB GAMEPLAN CARD GB



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### PUNCHING BAG

Choose a friendly Squaddie model. The chosen model gains Tough Hide.

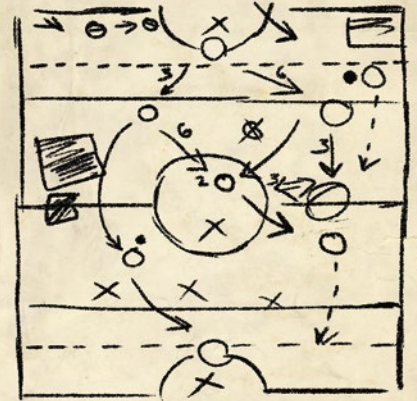
*(This model suffers -1 DMG from enemy plays and playbook damage results.)*

+4

-1

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GB GAMEPLAN CARD GB



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### FORM A WALL!

Friendly models gain Goal Defence.

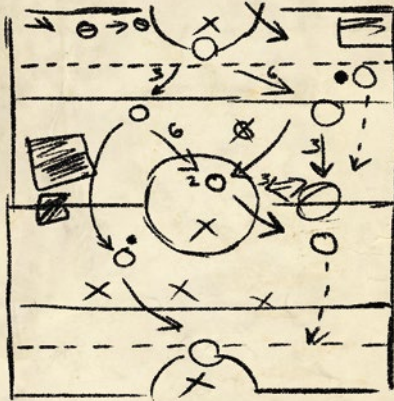
*(Enemy models suffer +1 TN to Shots while this model is within 4" of a friendly goalpost.)*

+4

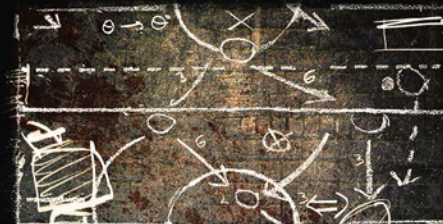
+0

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### SIDESTEP

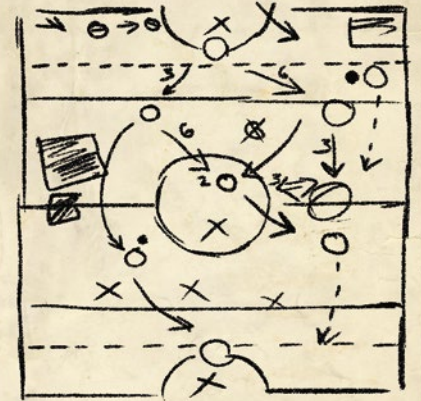
The player that has the Initiative may choose 1-3 friendly models. Each chosen model may make a 2" dodge. Then the other player may choose up to the same number of friendly models. Each chosen model may make a 2" dodge.

+4

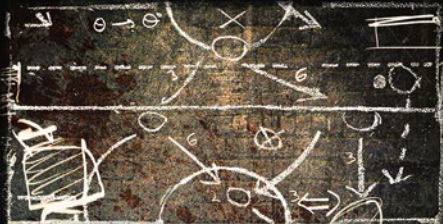
+0

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### PASS OUT THE ORANGE SLICES

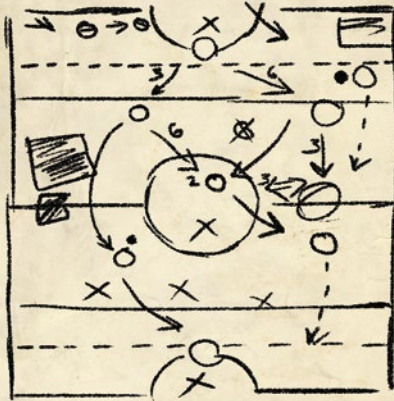
Friendly models on the pitch immediately recover 2 HP.

+4

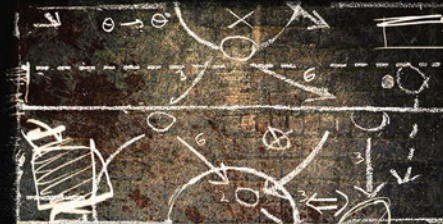
+0

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### HIT 'EM WHERE IT HURTS!

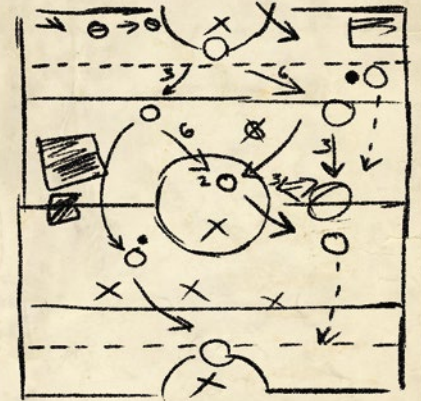
Choose an enemy Squaddie model. The chosen model suffers Weak Point. *(Target enemy model suffers -1 ARM.)*

+4

+0

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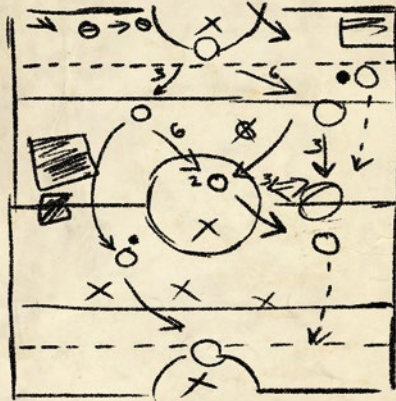
### LOCK THEM DOWN

Choose an enemy Squaddie model. The chosen model suffers -1 TAC.



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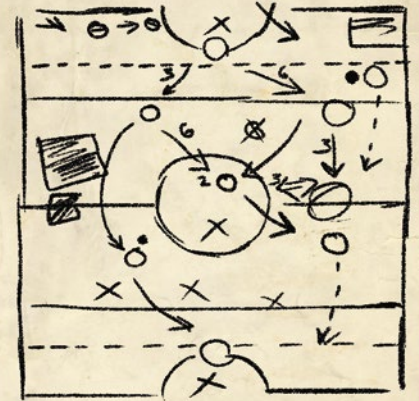
### COOL HEAD

The first time a friendly model would spend MP for an action or momentous ability this turn, except for a Shot or Snap Shot, it may do so without spending MP.



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### AGGRESSIVE DEFENCE

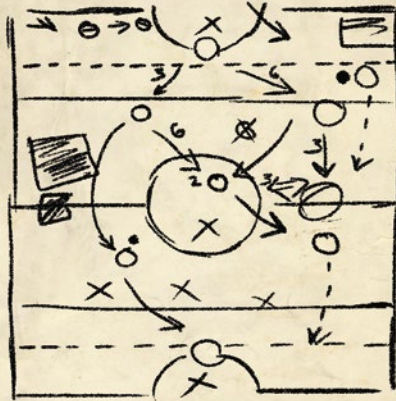
Friendly models gain Poised while within the enemy half of the pitch.

*(Once per turn, this model may make a Counter Attack without spending MP.)*



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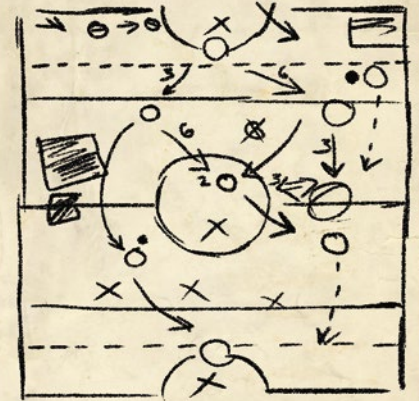
### NEVER SAY DIE

Each time a friendly model suffers the taken out condition, the friendly team gains +2 MP.



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### RAW ENTHUSIASM

Choose a friendly Squaddie model. The chosen model gains Put Me Back In, Coach!

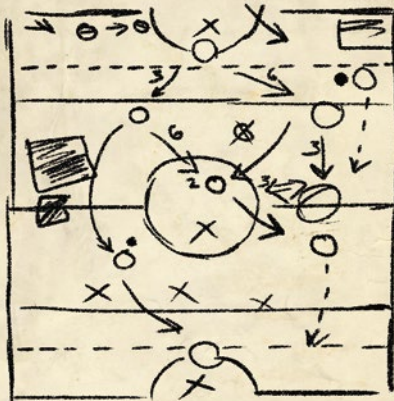
*(Once per turn when this model suffers the taken out condition, this model may immediately remove the taken out condition and return to the pitch as if it were the Maintenance Phase.)*

+2

+1

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### GIVE ME 110%!

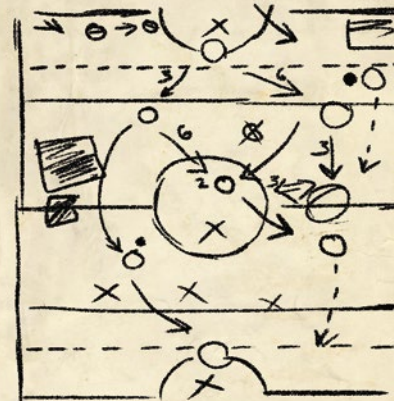


+1

+2

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### BREAK OUT THE KNIVES

Friendly Squaddie models gain +1 TAC.

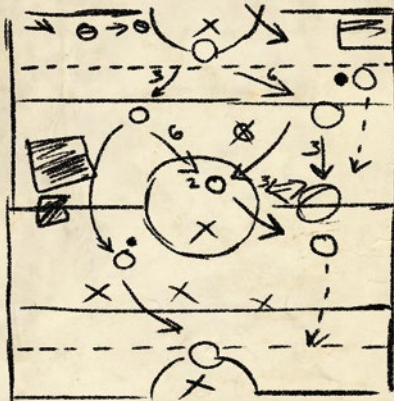


+1

+0

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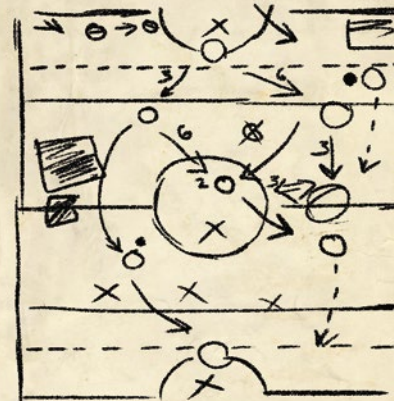
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