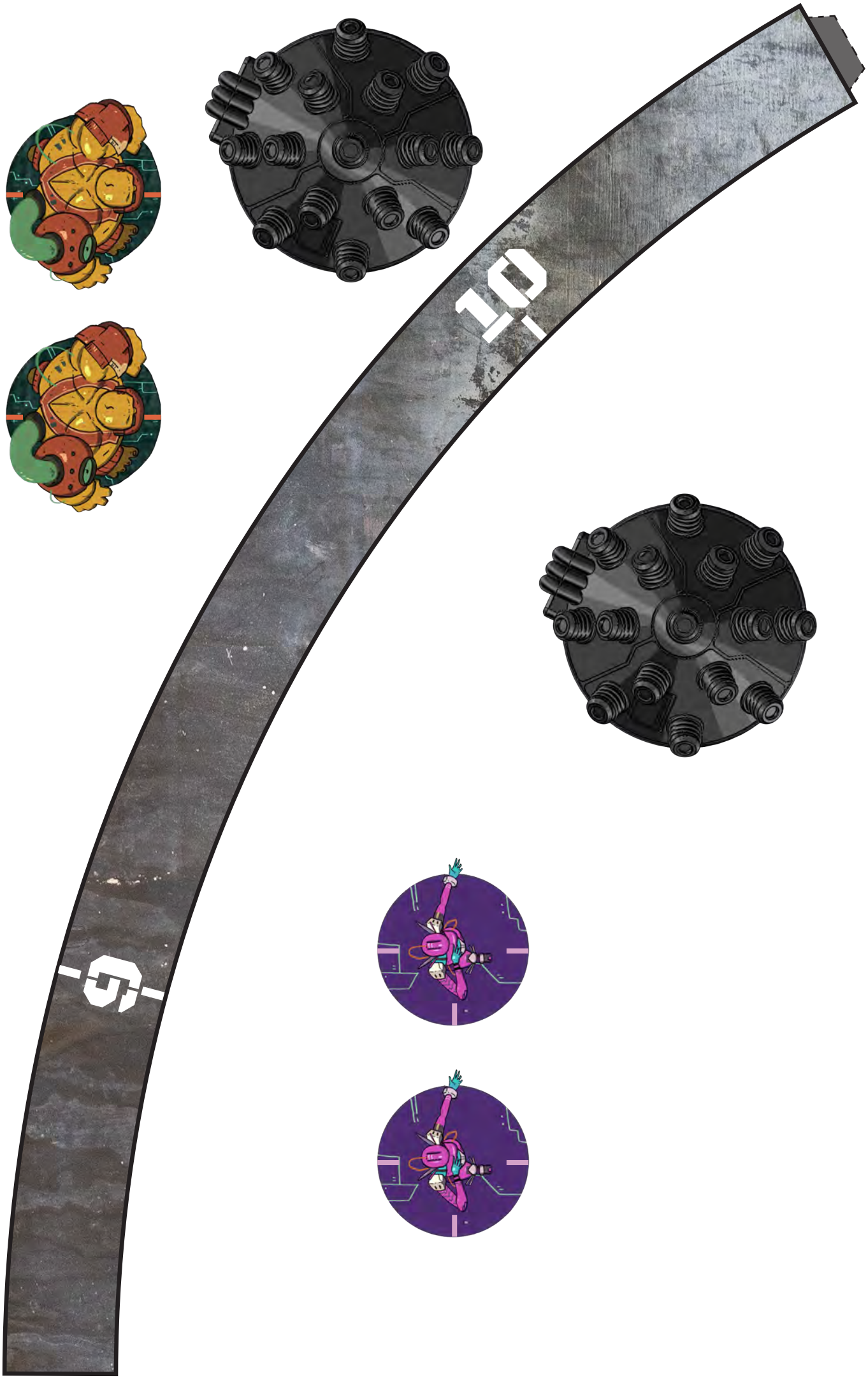


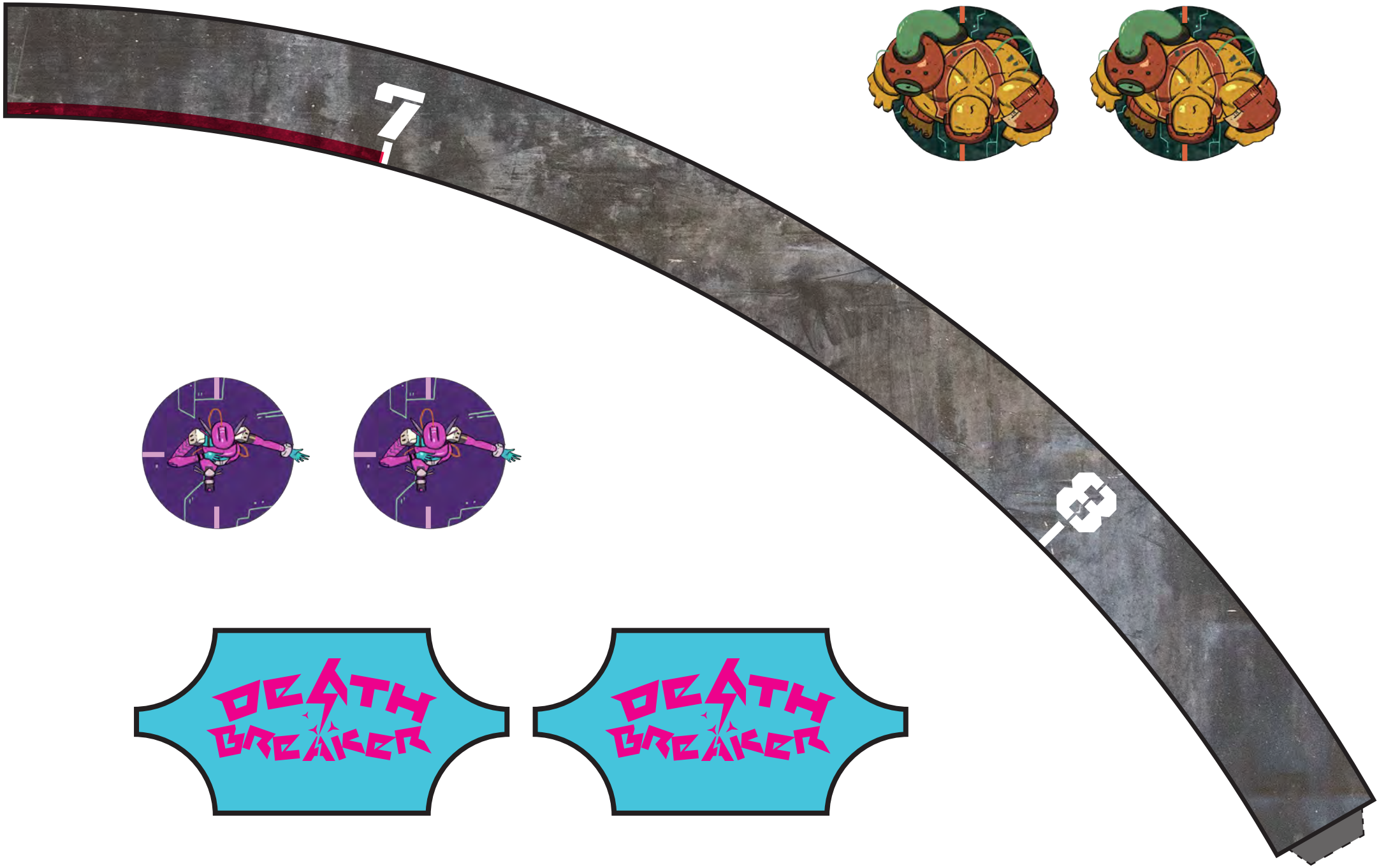




Optional tabs for gluing pitch walls into one large circle.

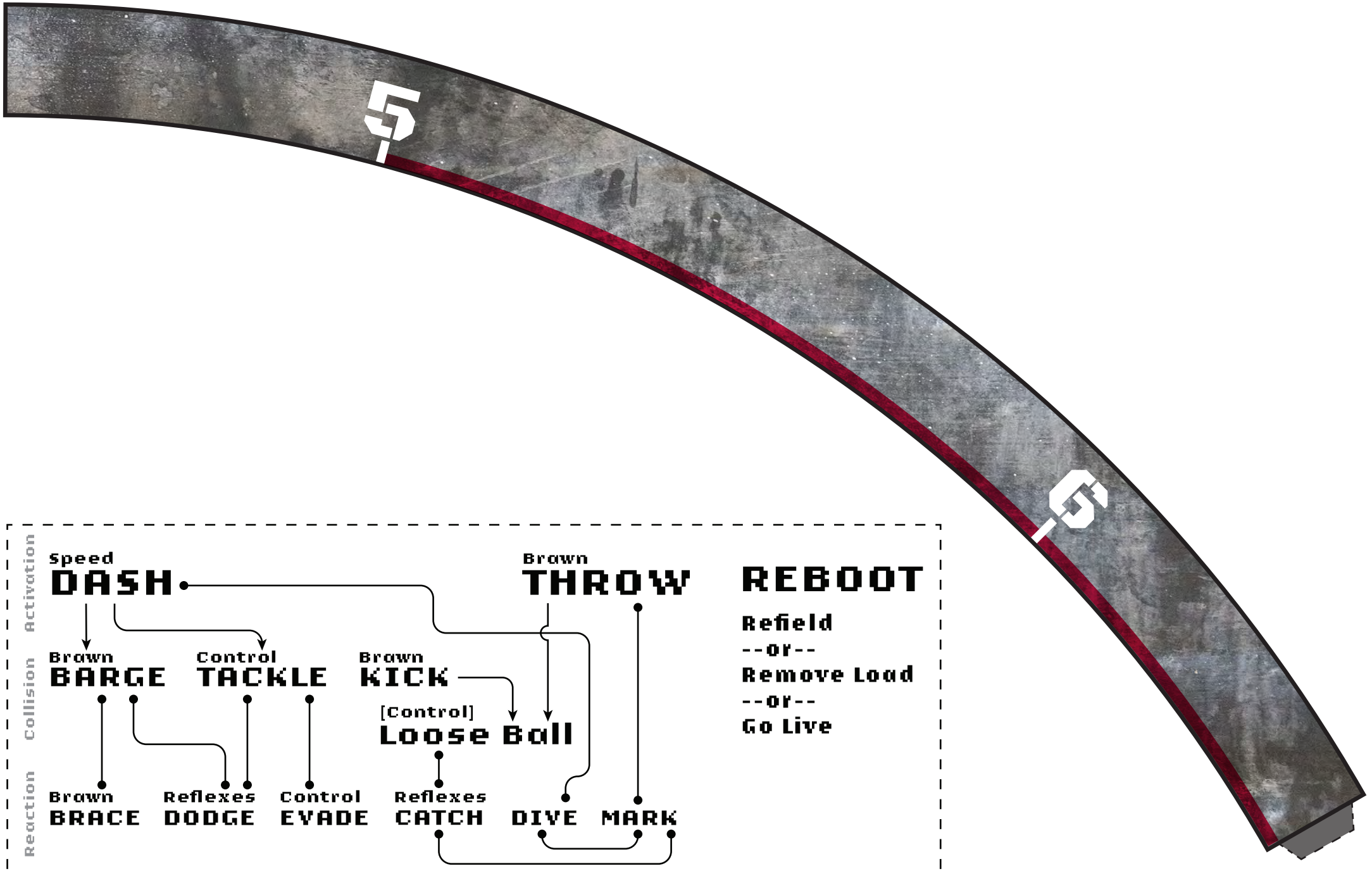
For sturdier pieces, paste these pages onto card before cutting out.
Breakers can be glued onto spare 32mm minis bases.

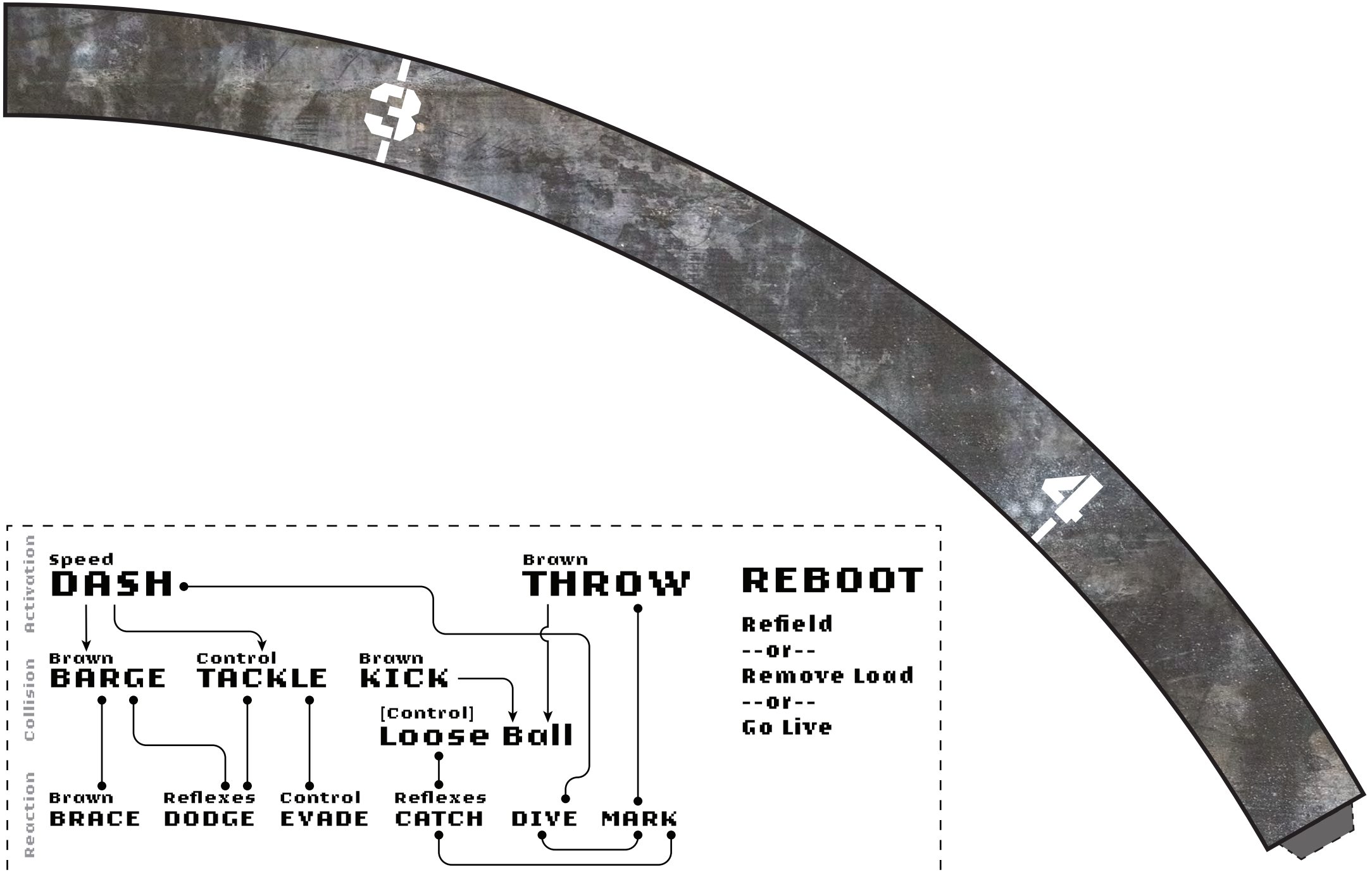

10
9


7
8

DEATH
BREAKER

DEATH
BREAKER


Activation
Collision
Reaction
Speed
DASH
Brawn
THROW
REBOOT
Refield
--or--
Remove Load
--or--
Go Live
Brawn
BARGE
Control
TACKLE
Brawn
KICK
[Control]
Loose Ball
Brawn
BRACE
Reflexes
DODGE
Control
EVADE
Reflexes
CATCH
DIVE
MARK



Activation
Collision
Reaction

Speed
DASH

Brawn
THROW

REBOOT

Refield
--or--
Remove Load
--or--
Go Live

Brawn
BARGE

Control
TACKLE

Brawn
KICK

[Control]
Loose Ball

Brawn
BRACE

Reflexes
DODGE

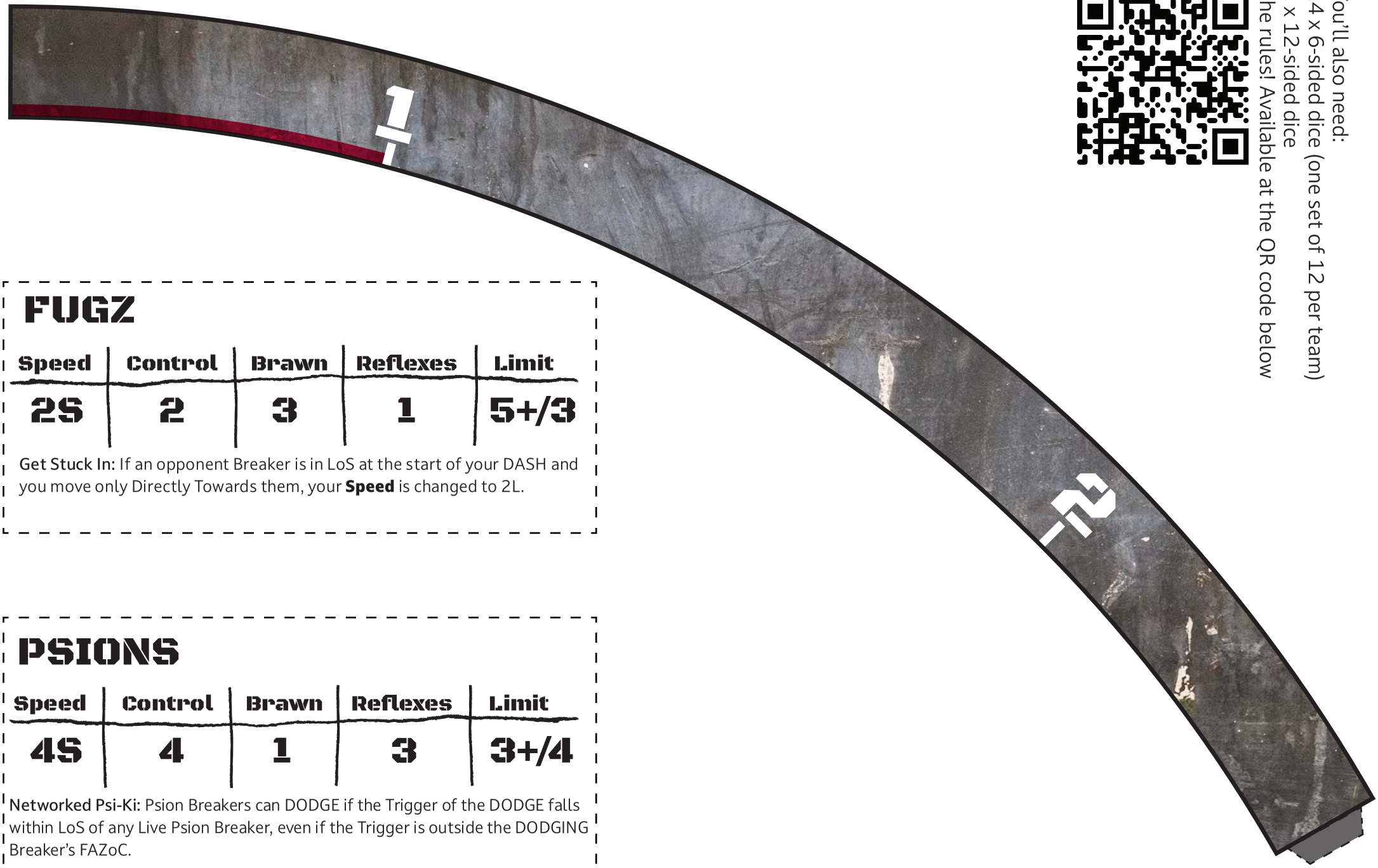
Control
EVADE

Reflexes
CATCH

DIVE

MARK

You'll also need:
24 x 6-sided dice (one set of 12 per team)
2 x 12-sided dice
The rules! Available at the QR code below



FUGZ

Speed	Control	Brawn	Reflexes	Limit
2S	2	3	1	5+/3

Get Stuck In: If an opponent Breaker is in LoS at the start of your DASH and you move only Directly Towards them, your **Speed** is changed to 2L.

PSIONS

Speed	Control	Brawn	Reflexes	Limit
4S	4	1	3	3+/4

Networked Psi-Ki: Psion Breakers can DODGE if the Trigger of the DODGE falls within LoS of any Live Psion Breaker, even if the Trigger is outside the DODGING Breaker's FAZoC.