



DEATH BREAKER TRYOUTS!

***The Cyberpunk Sportsball
Miniatures Game***

Activation

Collision

Reaction

Scoring

Rolls

SPEED
DASH

Brawn
BARGE

Control
TACKLE

Brawn
KICK

[Control]
Loose Ball

Brawn
THROW

REBOOT

Refield

--or--

Remove Load

--or--

Go Live

Brawn
BRACE

Reflexes
DODGE

Control
EVADE

Reflexes
CATCH

DIVE

MARK

1 point per Pylon RICOCHET
2 x Charge points for Goals

Shocks

Pylon SHOCK » 203 Load
Ball SHOCK » [Charge] Load

Hard Resets

Load > **/Limit** » HARD RESET

Go Out next to Direction Marker =
highest Result of [Load - **/Limit**]D6

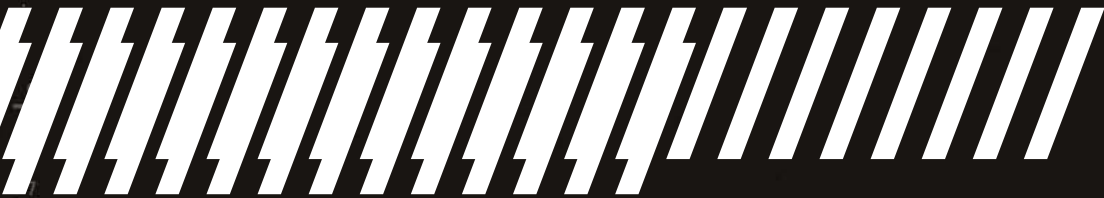
Move 1 Direction Marker per Turn
Can REBOOT at 12

Result ≥ Limit+ » Load

1	2	3	4	5	6
1		2		3	

Power + Stat = Force

18



6
5
4
3
2
1

1
2
3
4
5
6
7
8
9

9
8
7
6
5
4
3
2
1

Rules, Words & Book

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Special Thanks

The Rule of Carnage Discord Community for invaluable advice and camaraderie.

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Some language and themes in this publication may be more suited to an adult audience — parental discretion is advised.

All miniatures shown are owned, modified and painted by the author.



*absolute legend

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Art and fun are made by humans



Tryouts!

Cyberpunk sportsball in the lawless underworld of the science-fantasy future!

Interstellar governments are run by syphilitic despots and/or sociopathic megacorps. Everything you do is being fed into moon-sized orbital data-centres with the express purpose of stealing more joy from your life and filling some shareholder's pockets. Every ounce of fun will be monetized, every iota of dignity torn out and smothered with corpo banality.

The galaxy is screwed.

So jack in, XO, and get loaded up on the how-do of Death Breaker, every llamo and saiko's favourite outlawed sport. Teams of 6 hyped-up, chromed-out Breakers — athletes with nothing to lose and everything to prove — throw themselves into the ring, charge up the Ball with petawatts of power, and smash that hyper-electric super-cap into the opponent's Goal to score points and win kiloCreds. The adulation of the crowd is there for the taking, but be warned: Breakers that push their luck too far will suffer the consequences.

Now let's play ball!

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Hi!
I'm Graig.
I made this.

By the end of this feed you'll be up to speed on Tryouts, a quick-start version of Death Breaker that's going to get you to the tabletop in short order and stress test the core game ahead of a full release.

These rules have already been in development for some time, and playtested by a bunch of more or less willing victims. But to really lock things in I'd like as many people checking it out as possible.

The full version of Death Breaker is going to have wetware and consumables for your team, 4 more Clubs to choose from, and a tournament system for campaign play.

If you have any feedback or questions at all, jump into the link in the corner — there's a form you can drop your thoughts in, or you can come and say hi over at my Discord server. That's also the best place to keep up to date on any developments. Get in now and you might be privy to future closed betas.

Thanks for checking out Death Breaker!

Gxx

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PerpCap 1.250™



<https://bio.site/grgminiatures>

Grok this quick, XO: the jargon is going to be coming at you thick and fast in this feed and you are going to get pasted if you don't know what I'm saying to you. This is a taste...

PARSING THIS FEED

You and your opponent are Coaches.
Your minis are Breakers.
A Team has 6 Breakers.
Breakers play on a Pitch.
Breakers get Activated one at a time.
Sometimes they Collide and React.
Breakers can THROW the Ball.
The Ball can hit Pylons to get Charged.
Get a Charged Ball into your opponent's Goal to score Points.

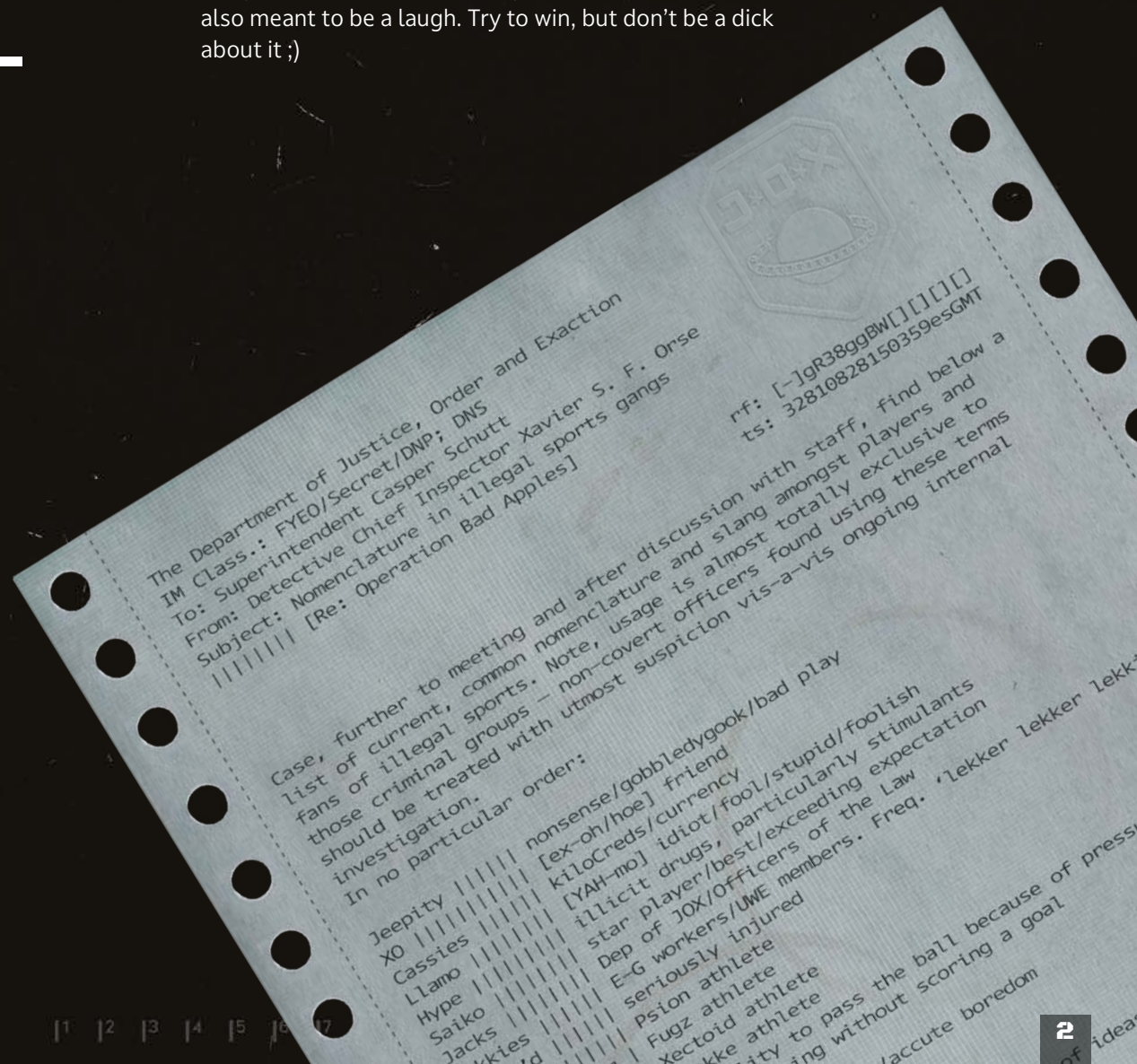
You see those Capital Letters — that means it's a game term. And there are more coming. But don't stress — the meaning will be obvious *and* I'll explain it. Having a llama moment despite all that? Check the glossary at the end if you need a refresh.

We're doing Capitalisation for game terms — anything that has a specific meaning in Death Breaker.
We're doing ALL CAPS for all the things your Breakers can do, and the things that happen to them and the Ball.

We're doing **Bold** text for Stats — the characteristics that define your Breakers.

I'm doing my best to keep this as clear as possible, but if you hit a contradiction midgame, just choose whatever resolution results in the most chaos and carnage — the more SHOCKS, Down Breakers and Random Movement, the better! (AKA The Rule of Carnage — thanks, Planet Smasher Mike!)

Death Breaker is a sport. We're here to have fun. While the game is tuned to be snappy and competitive, it's also meant to be a laugh. Try to win, but don't be a dick about it ;)



Get your eyes off your deck for a minute — you're going to need some meat-space, actual stuff to play Death Breaker.

THE GEAR



2 teams of 6 minis

These athletes should all be on the same size bases. Death Breaker standard is 32mm, but you do you. You'll also want to mark up the bases, but we'll cover that in 'Meet Your Team' below.

A Pitch

This is a 2-foot diameter circle with Direction Markers at the 12 clock points. You'll find a full description and some optional STLs later.

A Movement Widget

For the rest of this feed, I'm going to say Long and Short Side and Long and Short Axis when we're talking distances. Long is 3", Short is 1.5". There's an STL for this too, and a diagram on page 25.

24 × 6-sided dice (aka D6)

Any six-sided dice will do, but it's best if you have two colours (one set of 12 per Coach).

2 × 12-sided dice (aka D12)

One is the Ball, one is used to generate Random Movement.

4 Pylons

50mm-diameter circle markers — use unused mini bases, kitbash your own, or print the provided STLs.

Charge and Points counter

You'll want some way to keep track of the Charge on the Ball and your scores. This can be another die, tokens, or just marks on paper.

Buckle in, we're going to blast through the basic outline of how to play. This is the whirlwind tour, the deets we will get to. No sweat if this doesn't all stick.

The aim of the game is to **THROW** the Ball at the Pylons to get it Charged up, and then get the Ball in your opponent's Goal. You get points for both — Charging the Ball, and scoring Goals.

You have 6 Breakers in your Team. When it's your Turn, you'll Activate a Breaker. They can **DASH**, or **THROW** the Ball. If they're Down, Out, or have Load, they can **REBOOT**. Sometimes you will do stuff for 'free', just using your Breaker's baseline Stat, but a lot of the time you'll want to add Power. When you do that, you grab as many dice as you like from your Dice Pool and roll them. You'll add the Power you roll to your Stat, but be warned — some of those dice will accrue on your Breaker as Load. If your Breaker takes on too much Load, they will **HARD RESET** and get temporarily taken out of the game.

After you've Activated a Breaker and resolved any Collisions and Reactions, the Turn will pass over to your opponent and they will Activate one of their Breakers.

When the Ball is Loose — that is, flying around the place — you can **CATCH** it, or even perform an epic **DIVE** to save Goals or knock an opponent Carrying the Ball out of the way.

The Big Picture



You can run into your opponent's Breakers, **BARGING** them, or **TACKLING** them to steal the Ball out of their possession. These are called Collisions. When you Collide, your opponent can React, essentially activating a Breaker in your turn so they can **DODGE** out the way, **BRACE** against an impact, or **EVADE** your TACKLE. Breakers can also **MARK** each other, to make it harder for their opponents to **THROW**, **CATCH**, or **DIVE**.

When there's a Collision and Reaction, both you and your opponent will bid dice. Either of you can always increase your bid after seeing what your opponent puts up, but neither of you can decrease a bid. When you've both settled on the number of dice you each want to use, you roll them and see who gets the most Power, and how the Collision shakes out.

There are three Sets in a single Game. Before the first Set starts, you'll bid for Edge by taking dice from your Dice Pool. After you've rolled them, the person with the most Power gets the Edge and chooses who goes first, but just like when you Activate Breakers, some of those dice will go on your Breakers as Load.

A Set ends when one of you scores a Goal. At that point, possession of the Ball passes to the Conceding Team and the next Set begins.

At the end of the third Set, whoever has the highest score wins!

THE PITCH

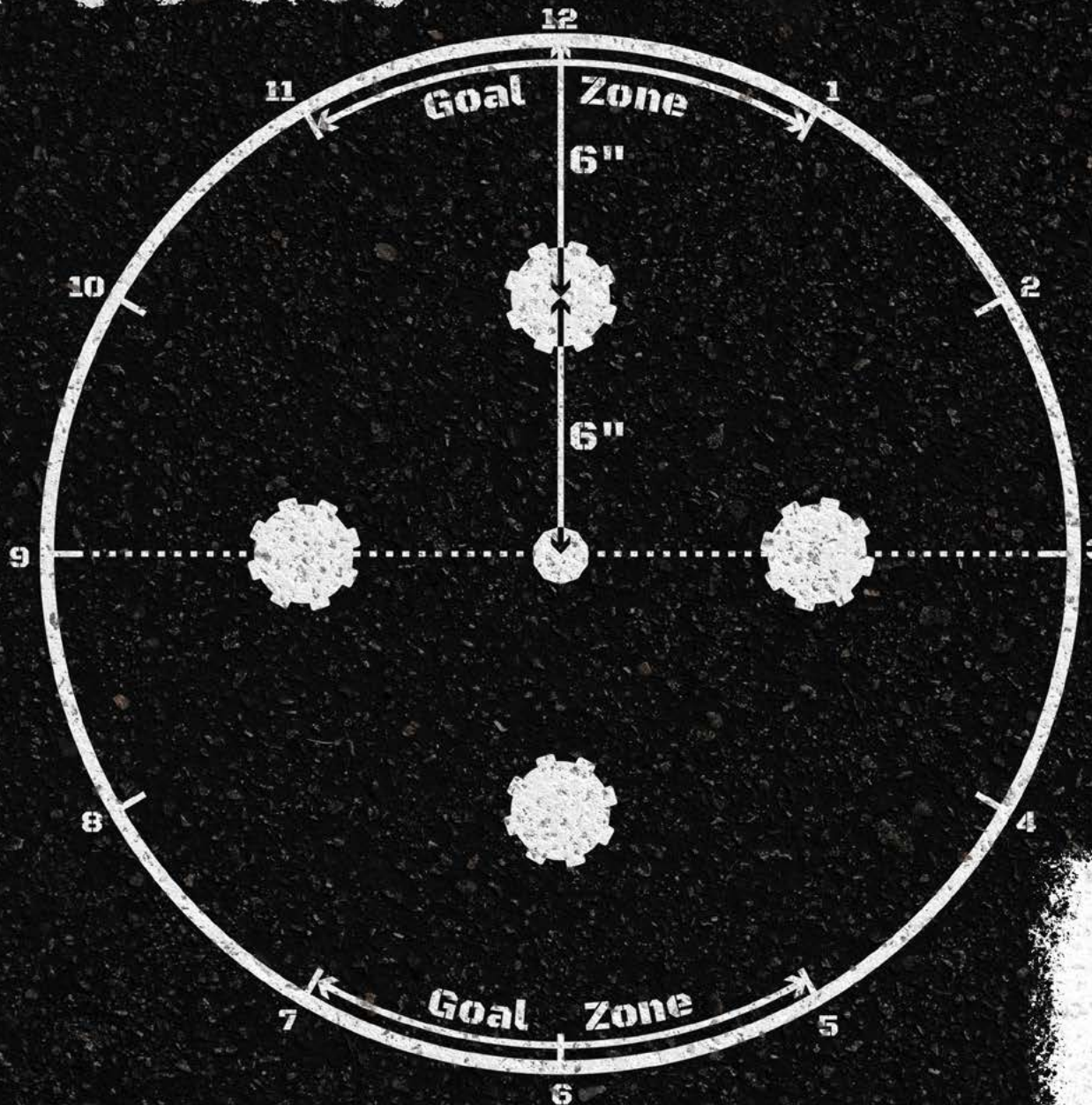
Let's get the details of where you're playing squared away.

The Pitch is a 2-foot diameter circle. Each clock-hour needs to be marked, so 12 at the top, and then 1 to 11 at equal 30° intervals all around. These are called Direction Markers. The area around the edge of the Pitch between any two Direction Markers is called an Arc.

You should mark the dead-centre of the circle. It's also handy to have a line from 9 to 3 o'clock to mark the two Halves. You can also put marks where the Pylons are going to be placed — 6" from the centre towards 12, 3, 6, and 9 o'clock.

Coaches should set up on opposite sides of the Pitch, one at the 12 Direction Marker, and one at 6. The Half of the Pitch in front of you is your Half.

Goal Zones are the Arcs between 11 and 1, and 5 and 7. Your Goal Zone is the one on your Half of the Pitch.



You can find a wall STL and other goodies at the QR link below. Printing 12 of those will enable you to make a very cool looking Pitch. You can also make your own. Making segments of circles can be a bit fiddly — you can approximate a circular Pitch with a regular dodecagon (12-sided thingamy). In this case, the walls can be straight and 6¼" (about 16cm). Or you can just mark stuff out on a play mat or sufficiently sized bit of paper — your walls don't need to be physical 3D objects (it just looks a lot cooler if they are...)



<http://grg-minis.itch.io/death-breaker-tryouts>

Fielding Breakers

At the start of a Game you'll need to Field your Breakers. Luckily, this is pretty easy.

Whoever has the Edge chooses who Fields first.

To Field your Breakers, place them anywhere on your Half of the Pitch in Base Contact with the Pitch Wall. When one Coach has Fielded all their Breakers, the other Coach Fields all theirs.

Scoring & Set-End

Scoring is how you win, so you better learn that one up front.

The Death Breaker Ball is an electro-gravitic super-capacitor. That means it flies like a demon and can hold more charge than your average city block. But it doesn't start juiced up, your Breakers have to get some power into it.

On the Pitch there are four Pylons. Every time the Ball RICOCHETS off one of these Pylons it's going to pick up one level of Charge. You also score one Point if one of your Breakers was the last to touch the Ball before it hit the Pylon. Note: that is last to touch. If you bounce the Ball off an opponent's head and it subsequently hits a Pylon, your opponent gets the Point!

You score a Goal as soon as the Ball touches the wall in your opponent's Goal Zone. When you score a Goal, you get $[2 \times \text{Charge}]$ Points. Yes, that means if the Ball isn't Charged you get no Points. Nul Points, sucker.

And if you are an extreme llamo and get the Ball to touch the wall in your own Goal that is (surprise surprise) an Own Goal and your opponent gets the points.

When a Goal is scored, the Team that didn't score is called the Conceding Team. The Set ends, but all the Breakers stay where they are. All Load is removed from every Breaker, Down Breakers become Live (i.e. get up), and Out Breakers get Refielded.

The Ball's Charge resets to 0.

Both Coaches can rotate any number of their Breakers any amount on the spot. The Conceding Coach then selects one Breaker in their Half of the Pitch. That Breaker is now Carrying the Ball. The next Set starts, with the first Turn going to the Conceding Team.

If the Conceding Coach has no Breakers in their Half of the Pitch, it's a Drop In. Place the Ball as close to the centre of the Pitch as you can. Roll a D6 and a D12. The result of the D12 is the Ball's Terminal, and the result of the D6 is the Ball's Force. That last sentence probably won't make loads of sense just yet, but you'll get it soon enough — it just means what direction the Ball is moving, and how many times it will bounce before it comes to a stop.



MEET YOUR TEAM



Zone of Control & Facing

The direction a Breaker is facing matters.

You should indicate the Front of your Breakers by putting a little mark on the base. You are also going to want to put marks at plus and minus 90° from that front one. Heck, while you're here why not put one on the back as well. OK, now you have four marks at 90° intervals around the Breaker's base. Front, Sides, and Back. Top tip — the Movement Widget makes it easy to measure 90° around your bases.

Your Breaker is Facing the direction of the Front mark. Their Front Arc is the whole arc between the two Side marks — 180° in total, centred on the Front. That Front Arc extends out from your Breaker forever — it's their field of view, if you like.

Your Breakers also have a Zone of Control (ZoC). This is a bubble that extends one Short Axis all around their base. That represents the Breaker's reach. A lot of the time something will have to be in your Front Arc and your Zone of Control. We'll abbreviate that to FAZoC.

Widget fits: not in!



It's easy to measure FAZoCs. First check it's in your Breaker's Front Arc, then slide your Movement Widget between your Breaker and the thing you want to measure to, with the Widget oriented so the Short Axis is between them. If you can slide the Widget right through without touching your Breaker or the other thing, then bad luck, they are outside your FAZoC. If you can't pass the Widget between the two, then congrats, the thing is in your Breaker's FAZoC.

Widget doesn't fit: in!



Also, along the Short Side of the Widget you have a little nubbin — if you can't get that between the two objects, you can consider them to be in Base Contact — this rule is mostly here to put the kibosh on spoilsports quibbling over fractions of millimetres.

States

Your Breakers can be in one of three States — Live, Down, and Out.

A Live Breaker is up and in the game. They can act as normal. Only Live Breakers can Carry the Ball.

A Carrying Breaker has the Ball. Place the Ball next to the Breaker. It doesn't matter where exactly — it's only there to keep track of who has it. Move the Ball with the Carrying Breaker. If a Breaker goes Down or Out while Carrying, the Ball moves in a Random Direction with a D6 Force.

A Down Breaker is on the Pitch but has been knocked over. The only Activation they can do is REBOOT. They do not block Line of Sight or the movement of the Ball, but they do block the movement of other Breakers.

When a Breaker goes Down, put the mini on its side — tip the mini in any direction so that one edge of its base stays in contact with the Pitch.

If you really don't like putting minis on their side, bring some tokens to mark your Breaker as Down. Bring enough for your opponent as well, as both Coaches should mark Down Breakers in the same way. Remove the token when a Breaker REBOOTS.

An Out Breaker has suffered a HARD RESET and been zapped off the Pitch by the Pitch Automated Safety System, aka the Pitch-ASS. More on that later.



Uh oh! The Psion Breaker on the right has been BARGED by the Fug and made an Uncontrolled Move. Now she needs to go Down. Note the red X.



When a Breaker goes Down, you tip 'em over so any edge remains in contact with the Pitch at the same spot — that red X in this case. Coaches always tip their own minis.



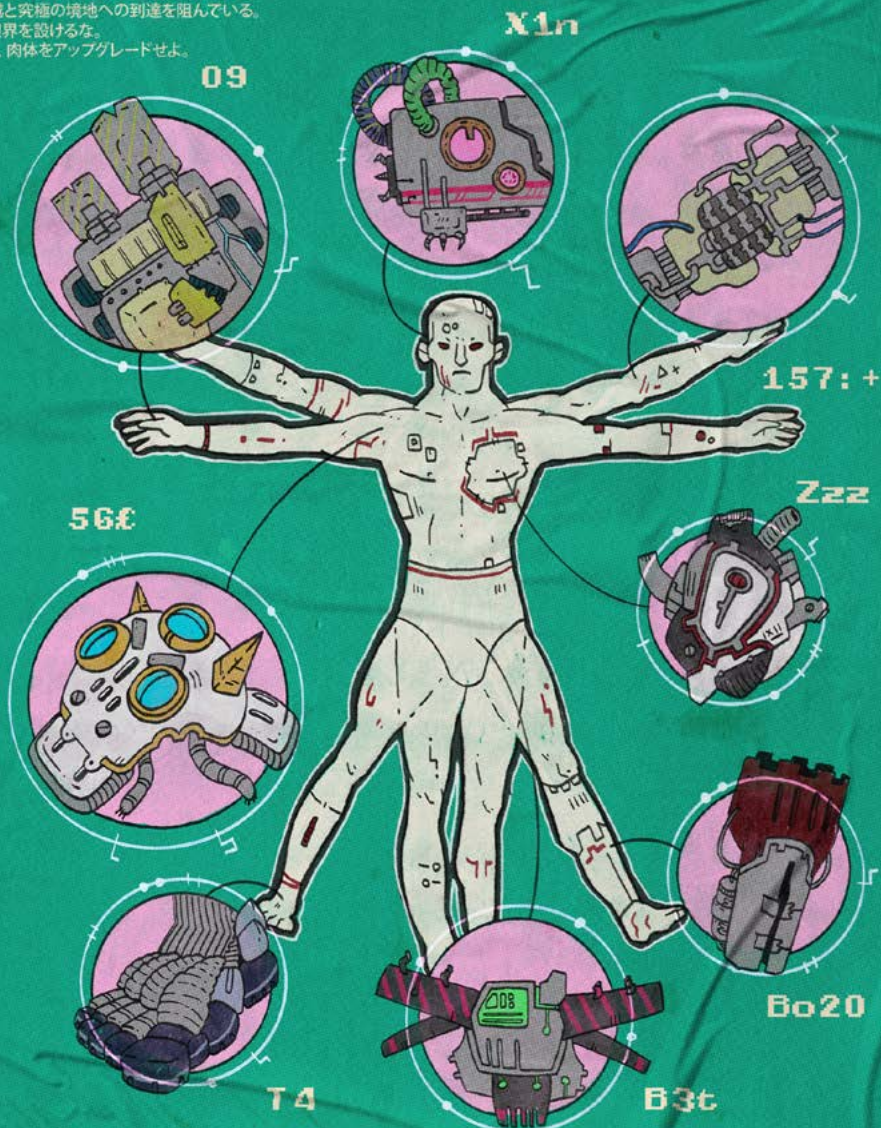
When a Breaker gets up, you right them so that any part of the base is touching that same spot — still the little red X. That's any part of the base, not just the edge!



KŌSHIN
HOLDINGS

SELF, IMPROVED.

人体は、美しくも不完全な存在だ。
我々を包む肉体は、可能性に限界を課し、真
の超越と究極の境地への到達を阻んでいる。
己に限界を設けるな。
今こそ、肉体をアップグレードせよ。



Indenture-financing available

Stats

These are the numbers that tell you how good your Breaker is at doing stuff. You'll learn what stuff they can do later, but I'll list them here with the relevant Stat as well. You'll often be adding Power from your dice to these numbers.

Speed — Given in Short (S) and/or Long (L) Sides. How far a Breaker can DASH.

Control — How deftly a Breaker can control the Ball. Used to TACKLE other Breakers, EVADE those TACKLES and to direct the Ball after THROWS.

Brawn — How hard a Breaker can chuck stuff about, including other Breakers! Used when you BARGE opponents, or BRACE against oncoming BARGES, and used to add Force to your THROWS.

Reflexes — How quickly and nimbly a Breaker can avoid oncoming Collisions. Used to DODGE and CATCH Loose Balls.

Limit — Two Stats for the price of one! This tells you on what Result a die turns into Load (the '+' number before the slash, called **Limit+**, 'limit up') and how much Load a Breaker can carry before they suffer a HARD RESET (the number after the slash, called **/Limit**, 'over limit').

Clubs

For the Tryouts version of Death Breaker, you've got two Clubs to try, the Fugz and the Psions. Fugz are big, brutal, and love to get stuck into the other team, shoulder-first. Psions are psycho-electrically networked to each other and dance round the Pitch like first-year Performing Arts undergrads.

Every Breaker in each Club has the same Stat line, and they all share one Club special rule. For the main version of the game, there'll be four more Clubs to choose from, and each Club will have a smorgasbord of wetware, bionics and consumables to buy up and stuff into your Breakers to customise their performance on the Pitch.



KUGZ



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.

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

PSIONS



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.

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

Rolling

In this section we're going to be talking about the rolls you make to do stuff with your Breakers, and gaining Edge. There are other kinds of rolls, like the Random Movement roll. We'll look at those as they come up in the sections below.

Roll 'em

Every roll of the dice in Death Breaker gets you two numbers. You use regular six-sided dice, but you're going to use the roll in two ways: the Result and the Power.

The Result of the roll is just whatever number it's showing. Rolled a 6? That's a Result of 6. Rolled a 2? Your Result is 2. The Power of the roll is its D3 value. That means the Result halved and rounded up:

Result (D6)	Power (D3)
1	1
2	
3	2
4	
5	3
6	

The Result of each die is used to work out whether that die will become Load. The Power is used to calculate the Force of your Actions.

Let's look at how we roll dice and use those numbers.

Power Up

When you Activate your Breaker, you can choose to add extra Power to their Stat to push them a bit harder, e.g. DASH further, or THROW the Ball with more Force. To do so, just take any number of dice from your Dice Pool. That's the pool of 12 dice you start every Set with. Roll the dice, and add the total Power of all of them to your Breaker's Stat to get a Force for the thing you're doing.

Take Load

As your Breaker pushes themselves, their wetware gets backed up, overheats, and starts messing with their meat-brain. After rolling your dice and calculating your Force, take all the dice that have a Result equal to or greater than the Breaker's **Limit+** number. Those dice are now Load, put them next to your Breaker. Any dice with a Result less than your Breaker's **Limit+** go back into your Dice Pool.

Note: it doesn't matter if a die becomes Load or goes back into your Dice Pool, they all count towards your Force.

Dice

Crash Out

If the number of Load dice on a Breaker exceeds the Breaker's **/Limit**, the Breaker HARD RESETS. They've pushed themselves too far, and they're about to go psycho or explode on the Pitch and damage expensive equipment. The Pitch-ASS whips them off the Pitch and into a holding area to cool off.

Note: you count the number of dice. The Result and Power on those dice don't matter.

The Gamble

If you're involved in a Collision, things get a little... dicier. First, if you're the Reacting Coach, you need to decide if you're going to React or just take whatever your opponent is dealing you. You decide after your opponent has made their initial bid of dice for their Breaker. If you don't React, your opponent resolves the Collision just like an Activation above (but they'll still need to beat one of your Breaker's Stats).

If you do React, you will make a counter bid of dice for your Reaction. Your opponent can increase their bid in response to yours, and you might increase yours in response to that, and so on, adding as many dice as you like. But neither of you can ever decrease

your bid — once a die is bid, that's it; you're going to have to roll it. Once you've both settled on your final bids, you roll the dice and work out your respective Forces and Load just like above. [Dice Power + Stat] for your Force, dice that equal or exceed your **Limit+** go on your Breaker as Load, the rest of the dice go back into your Dice Pool.

It's rare (but not impossible) that you run your Dice Pool dry, ending up with all 12 of your dice on your Breakers as Load. If that happens, you will need to REBOOT to reclaim those dice, or run on bare Stats — and maybe have a word with your team about pacing...

You're going to pick up how to read the dice pretty quickly, but to make it even easier, the STL pack linked on page 8 includes easy-read D6/D3 dice you can print.



HARD

RESET

When the Load on a Breaker exceeds their **/Limit**, they HARD RESET; go psycho and then get pulled off by the Pitch-ASS.

Before they go Out, settle up any Actions and Reactions. Then, move the Breaker in a Random Direction until they hit a Deflector, i.e. Pylon, another Breaker, or the Pitch Wall. This move has a Force equal to the Breaker's **[Brawn + D6]**. There may be some Reactions and Effects to resolve after that as well, and when they're all done, the Breaker goes off the Pitch.

Return **/Limit** number of dice from the Breaker's Load to your Dice Pool and roll the remaining Load dice. Take the highest Result and place the Breaker on the outside edge of the Pitch next to the Direction Marker that corresponds to that Result. Return the Breaker's Load Dice to your Dice Pool. If the Breaker was Carrying the Ball, that flies off in a Random Direction with a Force of D6 just before the Breaker goes off the Pitch (after their Uncontrolled Move).

Each time either Coach completes a Turn, move all Out Breakers anticlockwise one Direction Marker, until they reach 12. When a Breaker is at 12, they can REBOOT. Move them somewhere near you, off the Pitch, ready to be Fielded again when they REBOOT.

Gaining the Edge

At the start of the Game you need to determine who has the Edge. The Coach with Edge decides who Fields first and who gets the first Turn.

You will both bid a number of dice from your Dice Pool in secret, reveal your bid, increase your bid as much and as many times as you like in response to your opponent, and then roll your bid. The Coach with the highest total Power on all the dice gets the Edge. If you tie, roll all dice again.

However, just like when you Activate your Breakers, all **Limit+** Dice are Load — and guess what? It's your opponent who gets to decide how to distribute those Load dice amongst your Breakers, after you've both Fielded.

If you lose the Edge, don't feel too bad you don't take any Load. No matter what the Result is, all the dice you rolled go back into your Dice Pool.

To cast that first bid in secret, take all your dice in one hand, and then under the table transfer your bid into your other hand. When both of you have done that, you can both reveal your bid at the same time. Then stick or raise as you see fit. If you've got little hands or big dice (or both!), you can just take a fistful of dice. You won't usually be bidding your entire Dice Pool for Edge, and if you are, just declare that, as you won't be able to up your bid anyway!

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10000000.....00000000.....00.....0000.....
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.....00.....00.....00.....0000.....
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00000000.....000000.....00.....00.....
.....
INTERROGATION AUTOSTEN(tm) RECORDS/////
Interrogator - Officer Clint O. Presser
Suspect - "Dixie 31" ISIN 06623x0F032M
Case #50MED06653C0F836S6665A//////////
TS - 32810903014706esGMT//////////
--PARTIAL RECORD-----
```

~ You don't understand, jack.
~ Oh I think I understa-
~ No! You don't understand. You can't.
~ OK, why don't you help me understand here, psycho-sis?
~ Psycho-sis. Cute. But it's Dixie.
~ Yeah, and my name ain't Jack. So what, you get too amped on hype, ya see red, and ya maybe crush a skull or two. What's not to get?
~ It ain't like that. It ain't like that at all. It ain't the hype. You're on the pitch, jack, you got hundreds, thousands watchin' from the stalls, screaming at you, screamin' for you, another couple o' bil on the casts, and it's there, an opening, as clear as Purewater'', you gotta take that shot, gotta - but you got two llone bearing down on you, another one - closing off your vector. So what? So you push. Every WET-cell in your derm lights up like a goddamned nova and you start suckin' up the EG, we're talkin' teravolts over pico seconds, rise-time that'd blast a hole in a city mainline, but you gotta do it 'cause the glory is right there. You're gonna take it. But then the pink dust starts blowin' in. Like

screen static but in your goddamned eyes, jack, it's swallowin' you up. Gotta all be happenin' in under a second but it feels like you're still gonna be here at the heatdeath with the ice takin' ya, all that silent noise until ZIP! You're out. Not unconscious. More like you're nowhere, nothin', no one. And when you come to, sometimes slow, sometimes fast, you look up at that scoreboard, that beautiful neon tone in the sky and you see it. Twenty points up. Your team is gonna win. And I did it, jack. It's my glory.
~ Uh huh. You did it alright. And you turned a JOX officer's legs into red mist in the process, didn't ya?
~ Ah, get off my back about that, not like you guys don't have a hundred spare sets o' legs kickin' around.
~ That's JOX property, psycho-sis.
~ Yeah, well you wanna explain to me what an officer of the so-called law was doin' on a Breaker pitch anyway?
~ We're done here. That was a confession, Dixie. I hope you won some cassies in that game 'cause you got a fine comin' that'd put a whole damn colony in generational debt..



MOVING STUFF

Random Movement

Stuff is going to fly around in a random or semi-random direction in Death Breaker. To determine the direction, roll a D12. The Direction Marker corresponding to your roll is the object's Terminal — i.e. where it's going. The moving object will travel in a straight line towards the Terminal until it hits the Terminal, or something in the Terminal's way. Sometimes the Force is also determined randomly by a D6 roll.



Directly Towards, Away & Sideways

You're going to be asked to move things Directly Towards, Directly Away, and Sideways from other things, particularly when one thing smashes into another. It should be pretty obvious, but just in case, here's some hard definitions.

Draw an imaginary line from the centre of the base of one object through the centre of the base of the other object. If you're moving Directly Towards, move your object along this line towards the other object. If you're moving Directly Away, move your object along this line away from the other object. If you're moving Sideways, move perpendicular to the line, i.e. at 90° to it. Sideways always means 90°!



Breakers

Breakers cannot move through other Breakers (teammates or opponents, Live or Down), Pylons, or the Pitch Walls. For a Breaker to pass between two objects, its whole base must be able to pass between them. You can be adventurous with your modelling — it's the base size that matters, not the mini itself.

Controlled

When a Breaker moves as part of a DASH, DIVE, or DODGE, that's a Controlled move.

To move a Breaker, place the Widget around the Breaker with the appropriate Side (Long or Short) facing the direction you want to travel. Pivot the Breaker on the spot until their Front is lined up with the Side. Pick up the Breaker and place them on the other end of the Side, facing the same direction — their Back Mark should line up with the Side now.

You've just done one move.

A Breaker can only pivot before moving. At the end of a series of moves, the Breaker must remain facing in whatever direction they end up.

You can use the last move in a sequence to simply pivot on the spot instead of travelling anywhere.

If a Breaker stops part way through a move, i.e. does not travel the whole length of a Side, the movement in that sequence stops and they cannot move any more as part of this Activation.

You always move the Breaker to the cutout along the same Side you started on, never to the cutout diagonally across from it.

Speed up doing your Breakers' moves; two Short Sides are equal to one Long Side!

Uncontrolled

Breakers can also be pushed around the Pitch against their will, if they are SHOCKED or BARGED into, for example. A Breaker who makes an Uncontrolled move always moves Directly Away from the source of the Uncontrolled move.



That Fug is going to make a DASH for the Ball, one move at a time. First off, put the Widget round his base, oriented in the direction you want him to go (he's using the Short Side).



Next up, our Fug is rotated on the spot so his Front lines up with the Short Side of the Widget.



Then we scootch him over to the other end of the Side he is moving. If this were his last move for this sequence, he wouldn't be able to rotate again, that's the way he'd be facing until his next Activation. He's still got one more Short Side to travel though!

The Ball

When the Ball is moving around the Pitch and no one is carrying it, it's Loose. The Ball always travels in a straight line from its current position to its Terminal until it hits a Deflector — that is a Breaker, a Pylon, or the Wall. Breakers can React to the movement of the Ball and the timing of those Reactions is important, so you should slide the Ball along the Pitch to give your opponent a chance to call out a Reaction if they want to. Judging the best time to make a DIVE can be crucial.

When the Ball is Loose, it will have a Force on it. Simply put, this dictates how many times the Ball will RICOCHET, or bounce off stuff. Each time the Ball hits a Deflector, pause it there and continue normal play — your Breakers aren't just standing around as the Ball is flying all over the place!

While the Ball is Loose, it takes a 'turn' in between your and your opponent's turns. You go, Ball goes, opponent goes, Ball goes, round and round.

When the Ball's Force is reduced from 1 to 0, it moves in a Random Direction up to one Long Axis and stops. It's no longer Loose. If it hits a Deflector during this move, it stops immediately.

The Ball is represented by a D12 on the Pitch. You can track the Force remaining on it by flipping the D12 to the corresponding number. Use 12 to represent 0. 11 is the maximum Force you can put on the Ball.

Ricochets

While a Ball is Loose, it will RICOCHET off Deflectors. Simply roll up a new Random Direction to set the Ball's new Terminal, and move it off in that Direction.

Sometimes you'll be able to fudge that direction a little. If your Breaker KICKS or THROWS the Ball, for all subsequent RICOCHETS until its Force is 0, roll a Random Terminal for the Ball as usual. However, you will also count a number of Direction Markers clockwise or anticlockwise from the Terminal equal to your Breaker's **Control**. You can now select any point on the Wall within that Arc to be the new Terminal — the new Terminal doesn't have to be directly on a Direction Marker, it can be anywhere on the Wall in the Arc.



The Random Direction roll is 7 (dotted line), but the last Breaker to THROW the Ball has Control 2, meaning you can amend the Ball's Terminal to anywhere between 5 and 9. Choosing a Terminal close to 9 (solid line) makes the Ball hit another Pylon and scores a Point. Nice.

Slip Points & Curve Balls

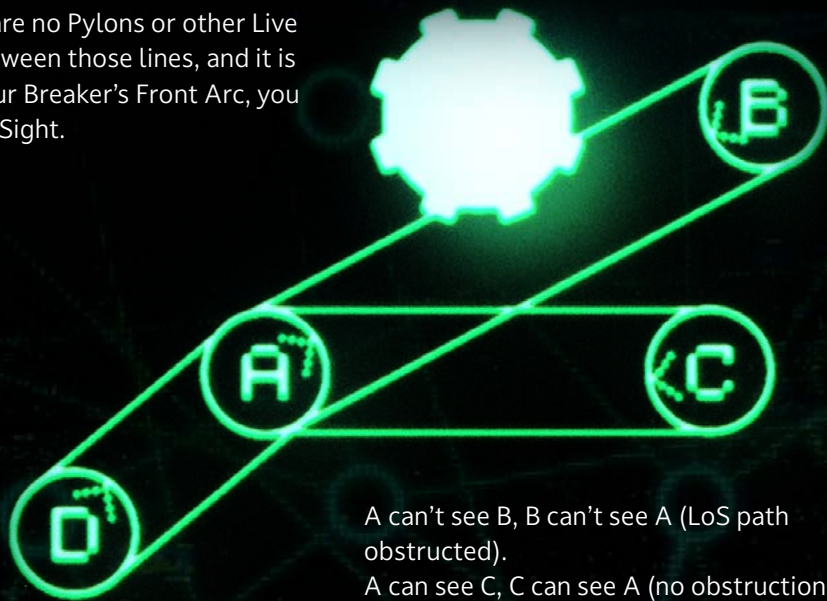
It won't happen a lot, but if the Ball is touching a Direction Marker point on the wall and that Direction Marker is rolled as the Ball's next Terminal, the Ball has hit a Slip Point. A loose cable, the bodily fluids of a bust-up Breaker or some other problem with the Pitch has interfered with your Breaker's crack shot. The Ball moves in a straight line towards (and potentially through) the centre of the Pitch. Neither this RICOCHET, nor any subsequent RICOCHETS can be adjusted by the Breaker's **Control**.

Also, the Ball can RICOCHET 'through' the Pylon it's RICOCHETING off — if you roll or select a Terminal for a RICOCHET that is on the other side of the Pylon it's RICOCHETING off, the Ball passes through the Pylon as if it weren't there. Pylons are electro-gravitic field emitters — a skilled or lucky Breaker can send a curve-ball right round the energy field.

Line of Sight

Seems like we can't get away from Line of Sight (LoS), even in a game with no guns (yet?).

To check LoS, draw two imaginary lines from the edge of your Breaker's base to the base of the thing your Breaker is looking at. If the base of the thing you are looking at is between those two lines, there are no Pylons or other Live Breakers between those lines, and it is wholly in your Breaker's Front Arc, you have Line of Sight.



A can't see B, B can't see A (LoS path obstructed).

A can see C, C can see A (no obstruction, in Front Arc).

D can see A, but A can't see D (not in Front Arc).

That's a pretty tight definition — there won't be many things on your Pitch, so the extra restriction works well. However, if both you and your opponent agree, you can change up the LoS rules to please yourselves. Lots of people prefer 'True Line of Sight' — go for it, I'm not watching (yet?).



ACTIVATIONS, COLLISIONS & REACTIONS

So let's start getting into the bones of the game. What do Breakers actually do, and how do we get them to do it?

First things first, as mentioned, when you Activate a Breaker they can only do one of three things — DASH, THROW, or REBOOT. Everything else that happens is just a subroutine of one of those.

When it's your Turn, you'll select a Breaker and declare which of those three things they're doing. You'll decide if you want to add any Power to that Action. If not, the Force of your Action is just the Breaker's bare Stat. If you are adding Power, you pick up any number of dice you like from your Dice Pool, roll 'em and add the Power from the roll to your Stat — that sum is your Force, all the **Limit+** dice go next to your Breaker as Load, and all the others go back into your Dice Pool.

The exception — there's always an exception — is REBOOT. When you REBOOT, you never add any Power or roll any dice, just do the Action.

Now, if you get into a Collision (the Breaker coming into contact with another Breaker or the Ball), you'll need to decide what you're doing with the Collision — you can BARGE Breakers (knock 'em down), TACKLE Breakers (steal the Ball from them), or KICK the Ball if it's lying around somewhere.

But the Breaker on the sharp end of a Collision doesn't have to take it lying down, oh no. In response to what's going on, Breakers can also React. You can React to Collisions with other Breakers, or to the Ball and Breakers' movements, or even to interfere with things like THROWS. Breakers can React no matter whose Turn it is.

When you've resolved your Activation, and any Collisions and/or Reactions that ensue, you pass the Turn over to your opponent.

Remember that diagram right at the start of this feed, the one on the inside cover? That is a cheat sheet to help you remember the relationship between all the Actions, Collisions, and Reactions.

> Activations

This is the stuff you do with your Breakers when it's your Turn.

>> Dash

When a Breaker DASHES, they move their **Speed** + [Power x Short Sides]. The details of how to move your Breaker are covered in Moving Stuff.

A DASH can trigger a DIVE Reaction from an opponent — that's the opponent trying to get in your way. If you DASH into Base Contact with another Breaker, that's a Collision. We'll talk about those soon.

>> Throw

If a Breaker is Carrying the Ball, they can THROW. When you THROW the Ball, you can select a Terminal in your Breaker's Front Arc and move the Ball towards the Terminal. Your Breaker can rotate any amount on the spot before THROWING. The Force on the Ball is your Breaker's [**Brawn** + Power]. When the Ball gets THROWN, it becomes Loose. The details of how to treat a Loose Ball are dealt with in Moving Stuff. Don't forget if the Ball is RICOCHETING because of a THROW or KICK, you can adjust its Random Terminals by the THROWING/KICKING Breaker's **Control**.

If you THROW a Ball with a Force of less than 1 (that can happen if someone MARKS you), the Ball moves in a Random direction with a D6 Force — you can't adjust its Random Terminal by your Breaker's **Control**.

>> Reboot

REBOOT is what gets Load off your Breaker, what gets them up if they've been knocked Down, or how they get back on the Pitch if they've suffered a HARD RESET. You never have to roll a die to REBOOT, effectively it takes 0 Force, but you do have to use a Turn. When you REBOOT a Breaker with Load on them, remove all that Breaker's Load and return it to your Dice Pool. When you REBOOT a Down Breaker put it upright with any part of its base in contact with the bit of the Pitch its base was touching when it was Down. You have to clear a Breaker's Load before they can get up like this — a Down Breaker with Load will take 2 Turns (1 REBOOT each Turn) to get up! When you REBOOT an Out Breaker, place them anywhere in your own Goal Zone touching the Wall. In the unlikely event that you can't do this, place the Breaker anywhere with their base touching the Wall as close as possible to your Goal Zone.

>> Collisions

This is the stuff you do when your Breaker DASHES into another Breaker or the Ball during your Turn. When you Collide with something, there'll be some kind of resistance to the Collision — either the bare Stat of the other Breaker, the Force of their Reaction, or the Force on the Ball. To succeed, you need to beat that Force with your own. The outcome of beating, matching, or failing your Collision is dealt with below.

>>> BARGE

If you DASH Directly Towards another Breaker without changing direction during the DASH, and end in Base Contact with them, you can BARGE that Breaker. Note: you must have travelled some distance to BARGE them — you can't BARGE a Breaker you're already in Base Contact with, nor can you run away a bit and then back at them — you have to DASH Directly Towards your target without turning.

Bid any number of dice (including none). Your opponent can React with a DODGE or a BRACE — you can bid dice back and forth as usual.

The Force of your BARGE is your Breaker's [**Brawn** + Power].

If your opponent doesn't React, you will still need to beat their **Brawn**.

If the Force of your BARGE is greater than the Force of your opponent's

Reaction or **Brawn**, your opponent makes an Uncontrolled Move Directly Away from your Breaker. Move the BARGED Breaker one Short Side, and then reduce the Force of the BARGE by one. Keep moving one Short Side and reducing the Force by one until the Force is 0. If they Collide with another Breaker during this move, they stop. Treat that Collision as a BARGE with a Force equal to whatever Force is left on this BARGE — the next Breaker in the chain can React as normal.

When a BARGED Breaker stops moving, they are Down.

If your Force and the Force of your opponent's Reaction or **Brawn** are the same, both Breakers go Down.

If the Force of your opponent's Reaction or **Brawn** is greater than your Force, only your Breaker goes Down.

>>> TACKLE

If you end a DASH in Base Contact with a Breaker that is Carrying, you can TACKLE that Breaker.

Bid any number of dice (including none). Your opponent can React with a DODGE or an EVADE — you can bid dice back and forth as usual.

The Force of your TACKLE is your Breaker's [**Control** + Power].

If your opponent doesn't React, you will still need to beat their **Control**.

If the Force of your TACKLE is greater than your opponent's Reaction or **Control**, your Breaker is now Carrying the Ball, and your opponent's Breaker is Down.

If your Force and the Force of your opponent's Reaction or **Control** are the same, both Breakers go Down (and the Ball will move Randomly).

If the Force of your opponent's Reaction or **Control** is greater than your Force, only your Breaker goes Down.

>>> KICK

If you end a DASH in Base Contact with the Ball, you can KICK it.

Roll any number of dice from your Dice Pool (including none). Select a Terminal in your Breaker's Front Arc for the Ball and move it as usual. The Force on the Ball is your Breaker's [**Brawn** + Power]. When the Ball gets KICKED, it becomes Loose. The details of how to treat a Loose Ball are dealt with in Moving Stuff. Don't forget if the Ball is moving because of a KICK, you can adjust its Random Terminals by the KICKING Breaker's **Control**.

>> Reactions

This is the stuff that you can do (or that you must do, for SHOCKS!) during either Coach's turn. Reactions always happen in response to something. That something is called the Reaction's Trigger.

>>> DODGE

Trigger: Being BARGED or TACKLED by a Breaker who is in your FAZoC, or a Loose Ball in your FAZoC.

The Force of your DODGE is your Breaker's [**Reflexes** + Power]. If your Force is greater than the Force of the Trigger, subtract its Force from your Force. You move Sideways left or right up to that many Short Sides. You choose the direction of the move. Check the rules for BARGE and TACKLE for what happens if your Force is the same as or less than the Force of the BARGE or TACKLE. If you're DODGING the Ball and your Force is less than or equal to the Force of the Ball, your Breaker does not move (and the Ball hits them, probably causing a SHOCK).

>>> BRACE

Trigger: Being BARGED by a Breaker who is in your FAZoC.

The Force of your BRACE is your Breaker's [**Brawn** + Power]. Check the rules for BARGE for resolving the outcome.

>>> EVADE

Trigger: Being TACKLED by a Breaker who is in your FAZoC.

The Force of your EVADE is your Breaker's [**Control** + Power]. Check the rules for TACKLE for resolving your EVADE.

>>> CATCH

Trigger: The Ball passing into your Breaker's FAZoC.

The Force of your CATCH is your Breaker's [**Reflexes** + Power]. If the Force of your CATCH is equal to or more than the current Force on the Ball, the Ball stops. It is no longer Loose, reduce its Force to 0. Your Breaker is now Carrying the Ball.

>>> DIVE

Trigger: The Ball or an opponent Breaker moving in your Breaker's Front Arc. When you declare a DIVE, pause the movement of whatever caused the DIVE. The Force of your DIVE is equal to the Power you roll. You don't add any Stat. Move your Breaker [Force x Short Sides] Directly Towards the Trigger of the DIVE. Reduce the Force of the DIVE by 1 for each full or partial Short Side you move. If you come into Base Contact with the Trigger, stop the movement. If the Trigger is the Ball and your DIVE'S remaining Force is more than the Force on the Ball, reduce the Force on the Ball to 1 and determine a new Random Terminal for the Ball.

If the Trigger was an opponent Breaker, and your DIVE'S remaining Force is more than that Breaker's **Brawn**, that Breaker goes Down.

If you don't come into Base Contact with the Trigger or the Trigger's Force (for the Ball) or **Brawn** (for Breakers) is equal to or greater than your DIVE'S remaining Force, it continues its movement as normal.

In all cases your Breaker goes Down at the end of the DIVE.

>>> MARK

Trigger: An opponent Breaker THROWING, CATCHING, or DIVING while in your Breaker's FAZoC.

The Force of your MARK is equal to the Power you roll. You don't add any Stat. Subtract the Force of your MARK from the Force of its Trigger.

>>> SHOCK

Trigger: Your Breaker comes into Base Contact with either a Pylon or a Loose, Charged Ball.

If the Trigger of a SHOCK is a Pylon, your Breaker takes 2D3 Load. If it's the Ball, you take Load equal to the Charge on the Ball and the Ball's Charge is reduced to 0.

Take these Load dice out of your Dice Pool. If you reduce your Dice Pool to 0 doing this, the Breaker HARD RESETS and is placed at the 6 o'clock position. If your Breaker doesn't suffer a HARD RESET, move them Directly Away from the Trigger one Long Side. They then go Down.

>>> GRAB

Trigger: The Ball is not Loose, no one else is Carrying it, and it's in your Breaker's FAZoC.

Hoover that Ball up, baby! Your Breaker is now Carrying the Ball.

Glossary

Activation // p32

The thing a Breaker does in your Turn; DASH, THROW, or REBOOT.

Arc // p07

The area around the edge of the Pitch between any two Direction Markers.

Ball // p04/27

The electro-gravitic super-capacitor everyone is trying to batter around the Pitch.

BARGE // p33

A Collision with another Breaker where you try to smash them out of the way.

Base Contact // p12

Two objects are in Base Contact if you can't squeeze the nubbin on the Movement Widget between them.

BRACE // p35

A Reaction to a BARGE where the target Breaker tries to stand firm and soak up the impact. BRACE uses Brawn.

Brawn // p16

A Breaker Stat. **Brawn** shows how hard a Breaker can chuck stuff around, including the Ball and other Breakers.

Breaker // p03/11

One of the minis on your Team, a chromed-up sports saiko.

Carrying // p13

A Carrying Breaker has the Ball. Only Live Breakers can Carry the Ball.

CATCH // p35

A Reaction where a Breaker tries to get hold of a Loose Ball.

Charge // p09

The power stored in the Ball. The Ball gains one level of Charge each time it RICOCHETS off a Pylon.

Club // p16

A Death Breaker 'Faction'. Each Club has its own Stat line and special rule.

Coach // p01

You!

Collision // p33

When a Breaker comes into Base Contact with another Breaker or the Ball.

Conceding // p10

The Coach or Team who did not score the Goal at the end of a Set.

Control // p16

A Breaker Stat. **Control** shows how deftly a Breaker handles the Ball.

Controlled Move // p25

A move made deliberately by a Breaker, such as a DASH, DIVE, or DODGE.

D3 // p19

A three-sided die result generated using a normal D6. Halve and round up!

D6 // p04/19

A regular six-sided die.

D12 // p04

A twelve-sided die.

DASH // p32

An Action where a Breaker moves around the Pitch.

Deflector // p27

Something the Ball RICOCHETS off. Breakers, Pylons, and the Pitch Wall.

Dice Pool // p19

Your supply of dice. You start with 12 and spend them to add Power to Actions and Reactions.

Directly // p24

Towards or Away. Moving along an imaginary line drawn from the centre of one base through the centre of another.

DIVE // p36

A Reaction where a Breaker throws themselves into the path of the Ball or another Breaker.

DODGE // p35

A Reaction where a Breaker tries to move out of the way of danger.

Down // p13

A Down Breaker has been knocked over. They cannot act normally and must REBOOT to get back up.

Edge // p22

The advantage at the start of the Game. The Coach with the Edge decides who Fields first and who takes the first Turn.

EVADE // p35

A Reaction where a Breaker tries to avoid a TACKLE. EVADE uses Control.

Facing // p11

The direction a Breaker is pointing, shown by the Front mark on their base.

FAZoC // p11

Front Arc plus Zone of Control.

Field // p09

To place your Breakers on the Pitch at the start of the Game.

Force // p19

How much oomph something has behind it. Force is usually a Stat plus any Power rolled.

Front Arc // p11

The 180° area in front of a Breaker, between the two Side marks on their base.

Goal // p09

Getting the Ball in the Goal Zone.

Goal Zone // p07

The section of the Pitch Wall that counts as a Goal.

GRAB // p36

A Reaction when a 0-Force Ball is in a Breaker's FAZoC. The Breaker picks up and Carries the Ball.

Half // p07

Your side of the Pitch. Coaches set up opposite each other, and the Half in front of you is your Half.

HARD RESET // p21

What happens when a Breaker's Load exceeds their **/Limit**. They go psycho, and are Out.

KICK // p34

A Collision with the Ball when it is not being Carried.

Limit+ // p16

Dice with a Result equal to or greater than **Limit+** become Load.

/Limit // p16

If the number of Load dice on a Breaker exceeds their **/Limit**, they HARD RESET.

Line of Sight / LoS // p29

Whether a Breaker can see another object.

Live p13

A Breaker State. A Live Breaker is up, active, and able to act normally.

Load p19

Dice that build up on a Breaker when they push themselves too hard.

Long Axis p25

The long distance across the Movement Widget.

Long Side p25

The long side of the Movement Widget, used to measure Breaker movement.

Loose p27

The Ball is Loose when it is moving around the Pitch and not being Carried by a Breaker.

MARK p36

A Reaction where a Breaker makes it harder for an opponent to THROW, CATCH, or DIVE.

Movement Widget p03/25

The measuring tool used to move Breakers and check distances.

Out p13/21

An Out Breaker has suffered a HARD RESET and been removed from the Pitch by the Pitch-ASS.

Pitch p07

The circular playing area where Death Breaker happens.

Pitch Wall p07

The edge of the Pitch. The Ball can RICOCHET from the Pitch Wall, and Goals are sections of the Pitch Wall.

Pitch-ASS p21

The Pitch Automated Safety System. It removes Breakers from the Pitch

when they HARD RESET, supposedly for everyone's safety. Supposedly.

Power p19

The D3 value of a die roll. Power is added to a Breaker's Stat to calculate Force.

Pylon p07

A Deflector on the Pitch that Charges the Ball when the Ball RICOCHETS off it.

Random Direction p24

A direction generated by rolling a D12 and using the matching Direction Marker as the Terminal.

Reaction p35

Something a Breaker can do in response to another Breaker, a Collision, a THROW, or the movement of the Ball. Reactions can happen no matter whose Turn it is.

REBOOT p32

An Action that lets a Breaker clear Load, stand up if Down, or return to the Pitch if Out.

Reflexes p16

A Breaker Stat. **Reflexes** show how quickly and nimbly a Breaker avoids incoming trouble.

Result p19

The actual number shown on a D6 roll. Result is mainly used to check whether a die becomes Load.

RICOCHET p27

When a Loose Ball bounces off a Deflector.

Set p06

One part of a Game. A Game has three Sets. A Set ends when a Goal is scored.

SHOCK p36

The Reaction when a Breaker gets hit by teravolts, forcing movement and adding Load.

Short Axis p25

The short distance across the Movement Widget, used to check distances between things.

Short Side p25

The short side of the Movement Widget, used to measure Breaker movement.

Side Marks p11

The two marks on a Breaker's base at 90° from their Front mark.

Sideways p24

Moving perpendicular to the Directly Away/Towards line.

Slip Point p28

What happens if the Random Terminal of the Ball is the same as the Direction Marker it's touching.

Speed p16

A Breaker Stat. **Speed** shows how far a Breaker can DASH, measured in Short and/or Long Sides.

Stat p16

Numbers representing the prowess of a Breaker.

TACKLE p34

A Collision with a Carrying Breaker where you try to steal the Ball.

Team p01

Your group of six Breakers.

Terminal p24

The point on the Pitch Wall that something is travelling towards.

THROW p32

An Action where a Carrying Breaker launches the Ball.

Turn p05

Your chance to Activate one Breaker. After your Activation and any Collisions or Reactions are resolved, the Turn passes to your opponent.

Uncontrolled Move p25

Movement a Breaker is forced to make, usually because they have been SHOCKED, BARGED, or otherwise shoved about.

Zone of Control p11

The area one Short Axis around a Breaker's base. This represents the Breaker's reach.

DEATH BREAKER

Two teams of chromed-out cyber athletes duke it out in a push-your-luck miniatures sports brawler set in the science-fantasy future.

- Lightning-fast, hyperreactive play.
- Dice-bidding face-offs.
- A 'bust' mechanic of escalating jeopardy.
- Skill, strategy and unrelenting chaos.

Tryouts! is the quick-start beta edition of Death Breaker — get on the pitch, start smashin' balls into your opponent's goal, and put the game through its paces. Play hard, break things, and tell us what you think.

