

<BREACH/>

ICE-BREAKERS



LUDUS MAGNUS
STUDIO

Introducing the ICE-Breakers!

These programs will help the Avatars during their raids within the Gene.sys. In particular, they will be of great help in countering and eliminating threats from I.C.E.s.

The skilled programmers who created the Breakers developed them after discovering and analyzing some very old software used in the early 21st century. By studying this software, they discovered that some of their routines, precisely because they were so primitive, could disorient the defenses of Gene.sys, which was too advanced to detect threats within such old programs. Since their first appearance, the Breakers have experienced resounding success in the Breachers community. Lots of expert Breachers immediately took advantage of the great possibilities they offered. Now no Breacher who is offered the use of ICE-Breakers would choose to do without them!

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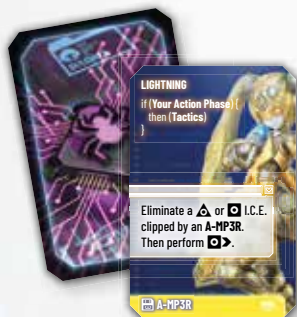


This expansion introduces **ICE-Breakers**. They can be used in any Competitive Mode game.
 ICE-Breakers are specialized tools available to Breachers. They are useful for countering I.C.E. or exploiting the presence of I.C.E. to the Breacher's advantage.

COMPONENTS



6 ICE-Breakers
Description Cards



30 Malware Cards
5 x ICE-Breakers



ICE-BREAKER DESCRIPTION CARD ANATOMY

- A** Model Name and Category
- B** Resistance
- C** Drop
- D** Strength
- E** Trait
- F** Activation Subroutine



:/MODELS



C4TSER



x 2



A-MP3R



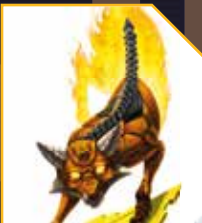
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DON.KEYGEN



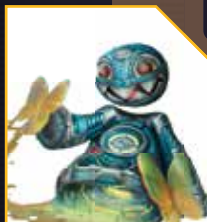
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FIRE-NET



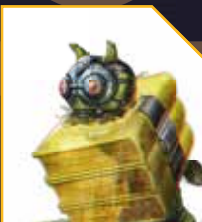
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BUZZ



x 2



TRIAL.VER



x 2



SETUP

You can use this expansion in a Competitive Mode game (described in the core game rulebook) of **THE BREACH**.

During game setup, after step **5. Breacher Choice**, follow these steps in order:

1. Place the ICE-Breaker Description Cards so that they are visible to all players.
2. Starting with the player to the **right** of the player with the Password and proceeding **counterclockwise**, each player **may** choose **1** ICE-Breaker to use from those available.
3. Each player who chooses an ICE-Breaker takes its related materials: Description Card, Malware Cards, and models.

4. Each player who has chosen an ICE-Breaker follows these steps in order:

- Place the **2** models of the ICE-Breaker and its Description Card next to their Interface.
- Secretly choose **1** Malware Program Card belonging to your Breacher or Avatar and replace it with your ICE-Breaker's Malware Program Card.
- Secretly choose and remove **1** pair of Tactics Malware Cards with the same name, belonging to your Breacher or Avatar.
- Add the **two** pairs of Tactics Malware Cards from your ICE-Breaker to your Malware Card deck.



NOTE: The replaced Program card and the removed pair of Tactics cards will not be used in the game.



ICE-BREAKER RULES

ICE-Breakers are a new type of model, different from Avatars and I.C.E.s. An ICE-Breaker is owned by the player who chose it during the Game Setup.



:/ACTIVATING AND DEPLOYING AN ICE-BREAKER

An ICE-Breaker always starts the game Disconnected from the Database and can only be deployed if its Subroutine allows it.

In their Activation Phase, a player can activate an ICE-Breaker if:

- Their Avatar is not Disconnected.
- They are not performing Effects or Actions.
- There is no Virus Token on your ICE-Breaker's card **A**.

To activate an ICE-Breaker, a player follows these steps in order:

- Select one of their ICE-Breaker models that is in the Database or is Disconnected.
- Place one of their own Virus Tokens **A** on their ICE-Breaker's Description Card.
- Follow the Activation Subroutine shown on the ICE-Breaker's Description Card. If the chosen ICE-Breaker is Disconnected, the player spends **1** from the ICE-Breaker Activation Subroutine **B** and deploys it into the Room where their Avatar is located.

:/.../DECOMPRESS

When a player is about to perform some Push **▶** effects, they may instead choose not to perform **one of those Pushes** to discard the Virus Token **A** from the Description Card of their ICE-Breaker.



:/.../CLIP

After an ICE-Breaker performs a **Shift** ➡ or **is deployed**, its owner may choose to **clip** that ICE-Breaker to the model of an I.C.E. that is in the same Room as the ICE-Breaker.

Some ICE-Breaker Traits or Malware Cards target models to which an ICE-Breaker is clipped.

For more Information on Clipping, see page 38 in the core game Rulebook.







:/ICE-BREAKER TRAITS





ICE-Breakers have Traits, passive effects that the owner can use to their advantage. A Trait is an Effect that activates the moment the condition described in it is met.

COMBO-SHOCK

Whenever you perform  against an I.C.E. clipped by an A-MP3R, assign 1 additional .

:/ATTACKING AND TARGETING AN ICE-BREAKER

An ICE-Breaker **owned by an opponent** can be attacked or chosen as a target as if it were an I.C.E., following these rules:

- A player **can never attack** an ICE-Breaker that they own.
- An effect from a player **assigning a Virus** to an ICE-Breaker they own is ignored.
- The **Attack**  and **Defense**  values of an ICE-Breaker are equal to the **Strength**  of that ICE-Breaker.
- A player who Eliminates an ICE-Breaker performs the effect described in the Drop box , gaining its benefits.









THE BREACH

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