

# Breakers

## Starting Setup

- 1 x Mind Witch
- 1 x Deceiver


## Events (2x)

**Taculla**  
Summoner • Breakers

13

**Mind Capture**  
When this unit attacks an enemy unit, if the damage added would be enough to destroy the target, you may instead ignore that damage and take control of the target.

3



**Blast**  
Standard • Move Phase

1

Target a common or champion within 3 clear straight spaces of your summoner. Force the target 1 to 3 spaces. It may be forced through commons and champions. Add 1 damage to the target and to each unit it was forced through.



**Perplexing Tempest**  
Standard • Magic Phase

0

**ACTIVE**  
Units move 1 fewer space.



**Mind Control**  
Epic • Summon Phase

0

Target any number of enemy commons and champions within 2 spaces of your summoner. Take control of the targets until the end of your turn.



**Hypnotic Call**  
Standard • Summon Phase

0

Target a common or champion. You may force the target 1 space toward your summoner.  
**ACTIVE**  
Your summoner has +1 strength when attacking the target.



## Commons (4x)

**Wind Mage**  
Common • Breakers

1 3

**Push**  
After this unit attacks, or instead of attacking, this unit may target a common or champion within 2 spaces. Force the target 1 space.

2



**Wind Archer**  
Common • Breakers

2 2

**Far Shot**  
This unit may attack cards up to 4 clear straight spaces away.

**Swift**  
When this unit moves, it may move 1 extra space.

4



**Deceiver**  
Common • Breakers

1 4

**Stupify**  
When an adjacent enemy attacks any card, if 1 or more are rolled, the attack adds 1 less damage.

**Engage**  
Each time an adjacent enemy unit moves or is forced away from this unit, add 1 damage to that enemy.

1



**Mind Witch**  
Common • Breakers

1 2

**Mimic**  
At the start of your Move Phase, this unit may target a common within 3 spaces. This unit has the target's abilities until the end of your turn.

3



# Champions

**Guldane**  
Champion • Breakers

6 ♦ 6 ♥

**Telepathic Command**  
After this unit attacks an enemy card, this unit may target a friendly common within 3 spaces. The target resolves an extra attack.

4



**Gwalark**  
Champion • Breakers

6 ♦ 8 ♥

**Flight**  
When this unit moves, it may move 1 extra space and through cards.

**Levitate**  
Any friendly common that starts its move within 2 spaces of this unit has Flight during that move.

3




**Kalal**  
Champion • Breakers

7 ♦ 8 ♥

**Greater Push**  
After this unit attacks, or instead of attacking, this unit may target a common or champion within 3 spaces. Force the target 1 space.

**Steadfast**  
This unit cannot be forced.

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