

BREAK Strategic Campaign Sheet (SCS)

Name:	Date:
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RADAR: Location Attempts (⊖), Failures (⊘), Successes (⊗)

<input type="radio"/> Bank	<input type="radio"/> Gallery	<input type="radio"/> Tech Corp HQ
<input type="radio"/> Casino	<input type="radio"/> Auction House	<input type="radio"/> Pharma Lab
<input type="radio"/> Pawn Shop	<input type="radio"/> Storage Facility	<input type="radio"/> Gov't Building

REFER: Crew Discouraged (⊖)

– Insider –	– Cypher –	– Fixer –
– Enforcer –	– Tinkerer –	– Charmer –
– Watcher –	– Driver –	– Smuggler –

CIVIC: Donations (★) and Abilities (±#)

☆	☆	☆	☆	☆	☆	☆	☆	☆	±1
☆	☆	☆	☆	☆	☆	☆	☆	☆	±2
☆	☆	☆	☆	☆	☆	☆	☆	☆	±3
☆	☆	☆	☆	☆	☆	☆	☆	☆	±4
☆	☆	☆	☆	☆	☆	☆	☆	☆	±5

DEED: Abilities Unlocked (■)

	Over 6 to 1; under 1 to 6.		Swap x & y coordinates.
	Allow diagonal lines.		Flip die top to bottom.
	Roll all dice at once.		Allow unfair sharing.

EVE: Crew Befriended (♥)

♥ Insider	♥ Cypher	♥ Fixer
♥ Enforcer	♥ Tinkerer	♥ Charmer
♥ Watcher	♥ Driver	♥ Smuggler