

## Fran-Taar Philosophers

The Tsudochan are an itinerant and highly religious culture that wanders the many planets of the Co-Prosperity Sphere and beyond, preaching their faith, based on a deep and meditative understanding of the inner truth of the universe. They are happy to explain these heartfelt beliefs to any that will listen, but unfortunately in the largely secular GCPS, most citizens are not interested in listening to a bunch of strange aliens going on about their peculiar faith. People will, however, watch cool stuff.

Having realised many centuries ago that it took more than a strong belief to persuade most sentient creatures to listen, the Tsudochan have devised a number of technological tricks to help entertain and amuse the masses. This makes potential converts willing to sit and listen as the Tsudochan sneak some proselytising in among the party tricks, which suits their purpose.

The way that the Tsudochan manage this showmanship is by cunning devices that manipulate the underlying electromagnetic and gravitic fields that surround everything. To an observer, this appears to give the Tsudochan awesome telekinetic powers. To the DGB this looked like a brilliant basis for a team.

On the pitch the Tsudochan appear relatively unremarkable, until you watch what they can do with their “powers”. These can move other players from either side out of the way of a scoring run, or into a blocking position to halt their opponents, as the Tsudochan decide. Careful use of this skill can be incredibly powerful and is what wins almost every one of their games.

Remember that you can play this team as either the Fran-Taar Philosophers themselves or as another Tsudochan team of your own. The game values will be the same for all Tsudochan teams though your team will be the most forceful.

	Move	Strength	Speed	Skill	Armour	Starting team	Cost	Notes
Jack	5	5+	4+	4+	4+	x8	10mc	<i>Push</i>

**Extras:** a Tsudochan team starts with 0 Coaching Dice and 2 DreadBall Cards.

## Push (Tsudochan/Any Player)

A player with this ability is able to move other players without touching them.

When a player with this ability takes any action other than *Sprint*, they may use some or all of their own movement to pay to move other non-GIANT players from either team. Each hex another player is moved costs 2 movement from the player with *Push*.

For example, a player with *Push* and a Move of 5 takes a *Run* action. They move 1 hex, move an opposing player 1 hex (at a cost of 2 movement), and then move one of their teammates 1 hex (at a cost of 2 movement). This uses all 5 of their Move for the *Run*.

When a player with this ability moves another player into a new hex they may choose its direction of facing.

A player can only *Dash* to move themselves into new hexes, not to increase the distance they can move other players.

Players that are moved by *Push* do not need to make *Evade* tests.

You cannot *Push* either the Ref or the ball. Both infringe the original agreement with the DGB that allows them to play at all, and the Tsudochan aren't about to risk their best chance of spreading the Good Word.