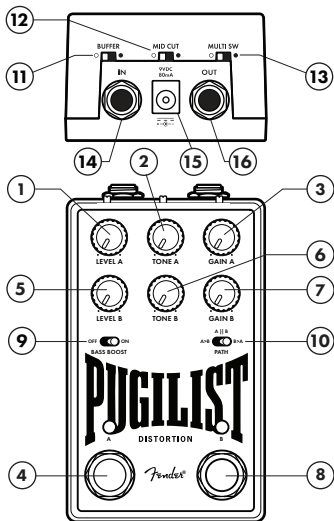


PUGILIST

DISTORTION

Fender®

EFFECTS



CIRCUIT A DRIVE CONTROLS

1. Level A
2. Tone A
3. Gain A
4. Footswitch/LED

CIRCUIT B DISTORTION CONTROLS

5. Level B
6. Tone B
7. Gain B
8. Footswitch/LED

GLOBAL CONTROLS

9. Bass Boost Switch
10. Path Switch
11. Buffered Bypass Switch
12. Mid Cut Switch
13. Multiswitch
14. Input Jack
15. Power Jack
16. Output Jack



PUGILIST DISTORTION V2

The Pugilist V2 is a distortion pedal like no other, with dual independent circuits which, individually and combined, provide a wealth of thick tones. Each distortion engine can be turned on separately using its designated footswitch and dialed in using its own gain, tone and level settings. This provides two distinctively flavored distortion voices, with Engine A delivering treble-rich lead drive tones and Engine B laying on thick, heavier distortion.

The real magic of Pugilist V2 is in the path switch, which runs both distortion engines through three different signal paths as they push each other into harmonically rich saturation. The two Series Modes send one circuit into the other for stacking drive tones that can be layered like amp channels, using the footswitches to kick into the next level of distortion. Parallel Mode delivers deep tone-shaping in which the circuits run side by side and can be blended and balanced using the Level controls to create the perfect meld of articulate, chunky distortion.

With flexible multi-function footswitches, buffered and true bypass modes, and global mid-cut and bass-boost switches, both ever-sparring drive circuits knock out huge distortion tones with modern conveniences fit for any board.

CIRCUIT A DRIVE CONTROLS

LEVEL A: Adjusts circuit A output volume. When PATH SWITCH is set to Parallel (A | B), this control is used in conjunction with Level B to determine the two-circuit blend at the pedal output.

tone A: Adjusts circuit A treble content; turn counterclockwise to remove treble frequencies.

GAIN A: Adjusts the amount of gain in circuit A, controlling amount of circuit output level and saturation.

CIRCUIT A FOOTSWITCH/LED: Footswitch turns circuit A on and off using the bypass mode determined by the rear BUFFERED BYPASS SWITCH. LED illuminates when effect is on. When rear MULTISWITCH is set to ON, footswitch will act as a latching switch when tapped and a momentary switch when held down. Holding switch down will turn the effect on/off for as long as the switch is held down.

CIRCUIT B DISTORTION CONTROLS

LEVEL B: Adjusts circuit B output volume. When PATH SWITCH is set to Parallel (A | B), this control is used in conjunction with Level A to determine the two-circuit blend at the pedal output.

tone B: Adjusts circuit B treble content; turn counterclockwise to remove treble frequencies.

GAIN B: Adjusts the amount of gain in circuit B, controlling amount of circuit output level and saturation.

CIRCUIT B FOOTSWITCH/LED: Footswitch turns circuit B on and off using the bypass mode determined by the rear BUFFERED BYPASS SWITCH. LED illuminates when effect is on. When rear MULTISWITCH is set to ON, footswitch will act as a latching switch when tapped and a momentary switch when held down. Holding switch down will turn the effect on/off for as long as the switch is held down.

GLOBAL CONTROLS

BASS BOOST SWITCH: Increases tonal “thickness” by adding additional bass and lower-midrange frequencies to the signal.

PATH SWITCH: Three-way switch selects the path the signal takes through the two distortions engines within the pedal.

A>B (left): lower-gain circuit is fed into higher-gain circuit.

A | B (middle): A and B circuits run parallel; both fed by input signal.

B>A (right): Higher-gain circuit is fed into lower-gain circuit.

LEVEL A and LEVEL B controls are active in all settings. Location of circuits in the signal path determine control behavior. When in Parallel, LEVEL A and LEVEL B controls are used in conjunction to blend both circuits. When in Series, LEVEL control of the last circuit will control pedal output level and LEVEL control of first circuit will help shape gain flavor.

BUFFERED BYPASS SWITCH: Selects bypass state pedal enters when turned off. ON (●) selects buffered bypass; OFF (○) selects true bypass.

MID CUT SWITCH: On position (●) introduces a mid scoop for more aggressive distortion tone.

MULTISWITCH: When enabled (●), both footswitches have latching and momentary functionality. When disabled (○), both footswitches have latching-only functionality.

INPUT JACK: High-impedance input for guitar and other instruments.

POWER JACK: Connect DC adapter here. Standard center-negative 9VDC jack for use with appropriate power supplies.

OUTPUT JACK: Low-impedance output connects to amp or to next pedal in signal path.

THE PERFECT BLEND

Setting the PATH switch to the parallel (A | B) position (center) lets you blend both distortion engines to the perfect mix. Try playing both engines to their strengths by setting TONE A higher to mix in more bite from the brighter circuit and setting TONE B lower to pull forward only the thick, warm distortion from circuit B.



FAT DISTORTION

Running Engine B as the last circuit (A>B) will produce a thicker, fatter distortion tone thanks to the heavier gain in circuit B. Turning up the GAIN A control will hit the front end of circuit B hard, pushing it into even thicker saturation. This setting responds especially well to the MID CUT SWITCH on the back of the unit for a satisfying mid-scooped distortion tone.



RIPPING DISTORTION

Engine A has a brighter tonality, so running it as the last circuit (B>A) will produce a more biting and treble-focused distortion. Try setting GAIN B low and pushing LEVEL B high to hit the front end of Engine A with a lot of volume without much pre gain. This will push Engine A's circuit into full-on distortion for a presence-heavy drive tone.



THREE-CHANNEL AMP

Dialing in your gain staging from bypassed to one circuit on to both circuits on is like having a three-channel amp. Set your clean tone with the pedal off, then dial in circuit A to your preferred crunch tone. Set circuit B to run into circuit A (B>A) and push GAIN B just enough to fatten up the distortion without pushing the volume too hard. Now switch off among clean (bypassed), crunch (circuit A ON) and lead (circuits A/B ON) channels.



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IMPORTANT SAFETY INSTRUCTIONS

- Read these instructions.
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- **WARNING:** To prevent damage, fire or shock hazard, do not expose the unit or its AC power to rain or moisture.
- Do not alter the AC plug of the connected power adapter.
- Do not drip or splash liquids on the unit.
- No user serviceable parts inside, refer servicing to qualified personnel only.
- **WARNING:** The unit must only be connected to a safety agency certified, regulated, power source (adapter), approved for use and compliant with applicable local and national regulatory safety requirements.
- Unplug the AC power adapter before cleaning the unit exterior. Use only a damp cloth for cleaning and then wait until the unit is completely dry before reconnecting it to power.
- Amplifiers and loudspeaker systems, and ear/headphones (if equipped) are capable of producing very high sound pressure levels which may cause temporary or permanent hearing damage. Use care when setting and adjusting volume levels during use.

THIS DEVICE COMPLIES WITH PART 15 OF FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

ADDITIONAL LANGUAGES

Manual available in additional languages at
www.fender.com/support

SPECIFICATIONS

IMPEDANCES

Input: 1 MΩ Output: 470Ω

POWER SUPPLY

80mA min @ 9VDC regulated adapter +  -
5.5 x 2.1 mm barrel connector (not included)

POWER REQUIREMENTS

9VDC

DIMENSIONS

2.44" x 4.4" x 2.2" (62mm x 111.8mm x 55.9mm)

WEIGHT

0.83 lbs. (0.38kg)



Product specifications subject to change without notice





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