

BREACHSTORM COVERT OPS

V.26 BETA

1.0 FORMAT INTRODUCTION

The **Covert Ops** (also referred to as **CoOps**) format allows teams of one or more Breachstorm players to play solo, or cooperatively against enemies controlled by an "AI" opposing force governed by behavioral rules and a deck of action cards. CoOps games are based around narrative missions and present a fun problem-solving and storytelling experience.

1.1 THE MOST IMPORTANT RULE

Covert Operations is a format intended to present fun, challenging, co-operative gaming as well as interesting tactical decisions, but not as strict a competitive experience as other formats. You will find that many rules using this format can put decisions in players' hands; in these cases, it is up to you to resolve these situations in the way that is the most fun, thematic, or optimal depending on the experience that you want from the game.

2.0 THE MISSION BRIEFING

Each game of Covert Ops (also referred to as a **mission**) is governed by a **Mission Briefing**. This is a document that defines the setup and special rules of that mission. Missions can be played independently or part of a **Campaign**, in which case they are to be played sequentially but can see units accrue enhancements or injuries over the course of play.

2.1 MISSION BRIEFING COMPONENTS

All mission briefings will contain the following information (it may also be contained in the rules of a campaign, in which case it will be applicable to all missions in that campaign:

RECOMMENDED PARTICIPANTS - The recommended Faction and any restrictions imposed on the composition of player teams. These will typically fit the narrative of the mission, but can be optionally ignored if players want to

attempt the mission with free-form team compositions for a more interesting challenge.

OPFOR FACTION - The faction that Opfor will draw its units and Action cards from.

OPFOR SQUAD COMPOSITION - The set of units that are recruited by the Opfor team when an Activity marker is discovered, or a new squad is added to the mission. Occasionally these will include random elements, which are determined when that squad is recruited.

OPFOR ACTIVITY - Any special rules that govern how Opfor units will behave during the mission. These rules are typically intended to make each Opfor unit behave more naturally but can also introduce some special behaviors depending on the specifics of the mission in question.

SETUP DIAGRAM & OPERATIONAL THEATER - The Operational Theater that the mission uses to form its terrain pool, and any pre-set terrain features, Opfor activity markers, mission elements and other game elements with predetermined positions in the combat zone.

CONDITIONS - If any Condition cards from the Condition deck that are automatically in play during that mission.

INTERACTIONS - Mission elements that units (*typically Player units*) can Interact with and what skill tests are required to succeed with those Interactions (*see Section 7.0*).

MISSION PARAMETERS & VICTORY CONDITIONS - How Players score Victory Points over the course of the game, and what thresholds the Players required to pass to achieve victory and their degree of success. If these are completed in campaign play, the Player teams can then progress to the next mission in the campaign (*see Section 8.0*).

3.0 SETTING UP A COVERT OPS GAME

Follow the procedure below at the beginning of each Covert Ops mission:

1. **CONSTRUCT TEAMS** - Each player constructs a team of a requisition total based on the number of participants in the game, as detailed in the chart below. The units in that player's team are considered to be controlled by that player.

# OF PLAYERS	REQUISITION PER PLAYER	SPECREQ PER PLAYER
1	120	5
2	60	5
3	40	5
4+	30	5

Units in any player's team are considered player units. Unique units may not be included in multiple players' teams - if any player purchases a unique unit, no other players may purchase the same unit. Duplicate upgrades may be included across multiple player's teams however.

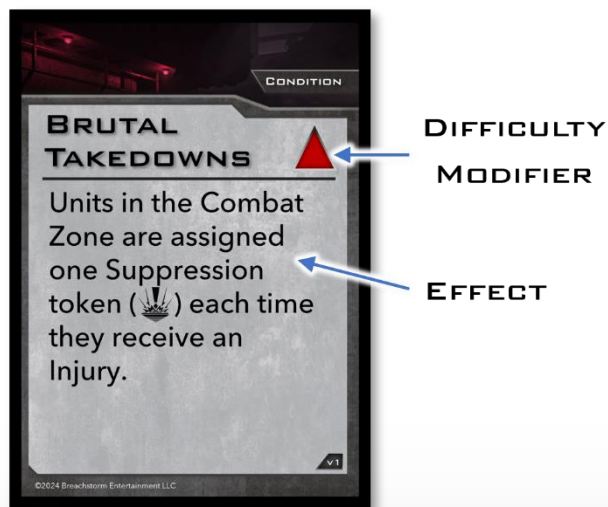
Asset Points purchased at this stage enter a common pool at the beginning of the game, and may be used by any player. If the game is part of a campaign, Asset Points purchased at this stage will be regained each game.

If the game is part of a Campaign, the constructed team may have progressed from the previous mission, with Injuries, casualties, and veterancy upgrades carrying over.

2. **CHOOSE MISSION** - If participating in a Campaign, the mission will be selected in order. Otherwise, choose any Covert Ops mission to play (*new missions will be released periodically to Breachstorm.com/rules*).
3. **DETERMINE CONDITIONS** - Find any cards from the Condition deck that are applied by the mission parameters.
 - A. Optionally, conditions can also be added randomly or deliberately to alter the

difficulty of the mission. Condition cards with a red upwards pointing arrow make the mission more difficult. Condition cards with a downward facing blue arrow make the mission easier. Condition cards with a grey square simply add modifiers to the mission mechanics.

- B. Set aside all Condition cards in play; these apply for the remainder of the game.



ANATOMY OF A CONDITION CARD

4. **ASSEMBLE ACTION DECK** - Gather the 3 Action cards that match the Opfor faction indicated in the mission briefing and set aside the Action cards belonging to the other factions. Shuffle those 3 cards together with the 21 other Action cards to form the Action deck.
5. **SET UP TERRAIN & MISSION ELEMENTS** - Set up terrain templates and mission elements as indicated in the Mission Briefing for the chosen mission or Campaign. Then, set up any Low Terrain elements in the indicated Operational Theater terrain set as the players see fit, anywhere in the Combat Zone at least 2" away from any other terrain features or Mission elements.
6. **SET UP OPFOR** - Place Activity markers or Opfor squads as indicated in the Mission Briefing.
7. **SET UP TEAMS** - Players collectively place their teams completely within the **Player Deployment Zone** as indicated in the Mission Briefing.

4.0 OPPOSING FORCES & OPFOR ACTIVITY

Opfor units are AI-controlled enemies that the players must contend with. They are considered part of the same team with a single controller and are governed by a strict set of rules.

4.1 OPFOR AWARENESS

Opfor units can be assigned a special type of token known as an **Alert token**. Opfor units are **Alert** as long as they have one Alert token assigned to them, but do not begin the game with any Alert tokens assigned (*unless otherwise specified*). While an Opfor unit has no assigned Alert tokens, it is **Unaware**. Alert tokens are not automatically discarded until the Opfor unit is incapacitated. Each unit can only have one Alert token assigned to it at any time.



ALERT TOKEN

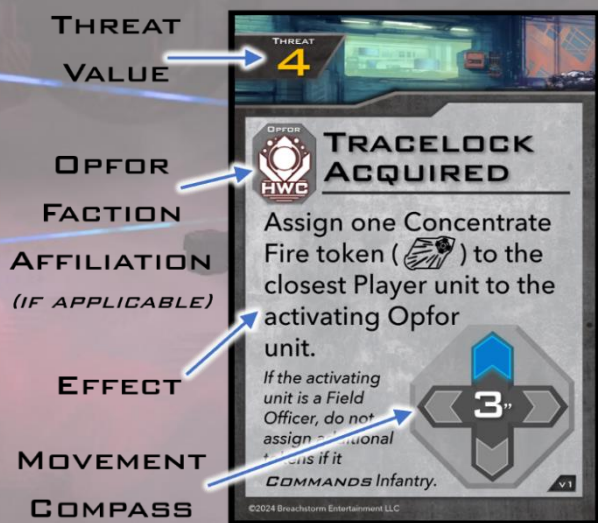
4.1A BEING ALERTED

Assign an Alert token to an Opfor unit when any one of the following occurs:

- It is Commanded by an Alert field officer.
- It completes a reposition with LOS to a player unit within 12" (this is known as **Alert Range**).

- A player unit completes a move or is placed within its Alert Range.
- A player unit targeted that unit with an attack.
- The Opfor unit is placed within alert range of a player unit (*including when it is set up*).

4.2 ACTION CARDS



ANATOMY OF AN ACTION CARD

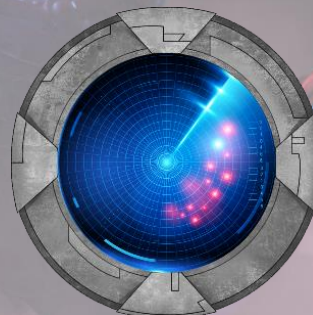
The deck of **Action cards** determines the actions an unaware Opfor unit or Activity marker makes, and can provide alert units with special benefits. At the start of each Opfor turn, draw one card from the Action Deck for each **Alarm Level tier** (see Section 5.0) and choose one with the highest **Threat value** (discarding all others). Resolve that card based on the unit activating that turn, as described below:

- If the activating unit is an Activity Marker (see Section 4.3), do not resolve the card's effect. Move the Activity Marker the distance indicated on the Action card so it is as close as possible to the edge of the combat zone indicated by the blue arrow on the compass of the Action card. This move can cause the Activity Marker to be discovered.
- If the activating unit was an Unaware Opfor unit, resolve the card's effect, then the unit performs one Move action in the direction indicated as described above (to a maximum of the unit's Mv value).
- If the activating unit was an Alert Opfor unit, resolve the card's effect, then the unit moves to attack the closest player unit.

If a move directed by an Action card would cause the unit or Activity marker to touch the edge of the combat zone indicated on the **movement compass**, that move is performed towards the opposite table edge instead.

Keep in mind that only one card is drawn each turn, even if multiple units are activating thanks to being Commanded, but the effect of the card can possibly benefit multiple units based on its effect.

At the end of the Opfor turn, discard the selected card. If the Action deck is ever out of cards, immediately shuffle all discarded cards and continue to draw.



ACTIVITY MARKER

4.3 OPFOR ACTIVITY MARKERS

At the beginning of each mission, Opfor squads may be represented by Size-40 Activity markers. If there are no unactivated Opfor squads in the Combat Zone when the Opfor

activates a unit, it activates an Activity marker instead. When an Activity marker is activated, it moves based on the drawn Action card as described in Section 4.2.

4.3A DISCOVERING ACTIVITY MARKERS

When an Activity Marker ends a move within 18" and LOS (also known as **iscovery Range**) of a Player unit, that Activity Marker is **discovered**.

Player units can also immediately discover any Activity markers within Discovery Range at the start of their activation, or at the end of any reposition they perform.

When an Activity marker is Discovered, the Opfor recruits a squad based on the squad composition defined in the mission briefing. Place all units in that squad anywhere touching the Activity Marker.

Any Opfor units within Alert Range of player units upon being discovered are assigned one Alert token. If this occurred during the Opfor turn because of that Activity marker's move, activate one Alert Opfor Field Officer from that squad. Assign all activating Opfor units one fewer Action token at the start of their activations that turn.

4.4 OPFOR BEHAVIOR

Opfor units always follow these rules when acting during the game. These can be overridden by behavior described in the Opfor Activity section of the mission briefing:

- When an Opfor unit is directed to 'move to' a location or 'move to' accomplish a goal, they will reposition the shortest possible distance to that location or goal. If they have the **ASSAULT** or **STORM** action and can perform it with an eligible target for the attack without require additional actions to move to the destination, they will do so as soon as possible.
- Opfor units always choose the highest dice from attack rolls to form their result pool.
 - If an attack performed by an Opfor unit has the Precise modifier, they will always choose the target's defense that would reduce damage by the most amount.
 - If an attack performed by an Opfor unit has the Impact modifier, they will always choose to push the target.

- Opfor units will always use interrupt actions when they are triggered.
 - If any action an Opfor unit performs specifies a target, they will choose the closest eligible.
- Opfor units always use the available defense that reduces damage by the highest amount.
 - Opfor units with Dodge will use dodge instead (when they have a choice) if it would push them out of LOS of the attacking unit.
 - When resolving the Dodge defense in response to ranged or AOE attacks from a visible attacker, Opfor units will reposition out of LOS of the attacking unit (if possible). Otherwise, they will reposition to gain cover or obscurement from the attacking unit.
 - When resolving the Dodge defense in response to melee attacks, Opfor units will reposition to be as far as possible from the attacker.
 - Opfor units with Riposte will use Riposte instead (when they have a choice), if the attacker is within range.
- Opfor units will always spend non-Action tokens first to pay the cost of actions when they can.
- If an action performed by an Opfor unit is canceled, they will not attempt to perform it again that activation.

5.0 COVERT OPS ROUND PROCEDURE

While playing a Covert Ops game, the following addendums are made to the normal round structure.

5.1 PLAYER ACTIVATIONS

At the start of a Covert Ops game, the Players are given the Initiative Token and retain it for the entire game. When it is the players' turn, players can choose from among them which of their units will activate.

All player units are friendly to one another; units that share the same faction are considered Regular to one another as normal. Player units may even benefit from each other's abilities and special rules (*based on those unit's Subtypes as normal*), and Player Field Officers can **COMMAND** units controlled by other players (*following normal rules for the Command order*). Keep in mind that only a unit's controlling

player can determine its behavior however (even if Commanded by another player's Field Officer).

5.2 OPFOR ACTIVATIONS

All alerted Opfor units activate each round, alternating with players as normal. When the time comes for an Opfor unit to activate, they will activate based on the following priority (with the higher numbers in the list indicating the highest priority):

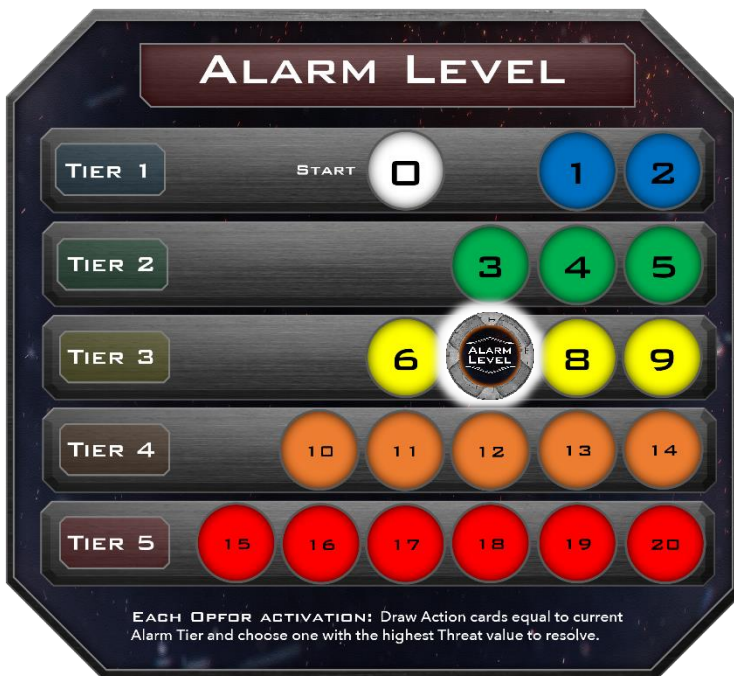
5. Alert Field Officers (starting with the closest to the nearest player unit)
4. Alert Infantry (starting with the closest to the nearest player unit) *(NOTE: this may allow Alert infantry to activate before Field Officers)*
3. Non-alert Field Officers (starting with the farthest from player units)
2. Non-alert Infantry (starting with the farthest from player units)
1. Activity markers (starting with those farthest from player units)

Opfor units are assigned Action and Order tokens exactly like normal units; but the actions they spend are dictated by their awareness and Opfor Action rules (described below).

5.2A OPFOR ACTIONS

When activated, Opfor units will act in the following manner (this can be overridden by mission rules as normal):

- Activated Opfor Field Officers begin their activation by Commanding as many friendly Infantry within RAD, starting with units closest to the nearest player, until it has no Orders left. Then it performs its own actions.
- Unaware activated units will always spend one action moving as described in Section 4.2 (Action Cards). If this action moves them into Alert range of a player unit, assign it one Alert token and it spends the remainder of its Actions moving to attack the nearest player unit. Otherwise, it ends its activation.
- Alert Activated units will always spend their own actions moving to attack the closest enemy.



**ALARM LEVEL WITH
HIGHLIGHTED TRACKER**
(CURRENTLY SET TO LEVEL 7)

6.0 ALARM LEVELS

The Alarm Tracker is a separate board indicating 20 Alarm Levels - broken into four tiers of levels. At the start of each mission the Alarm Level begins at the 0 space. At the end of each round of a Covert Ops mission, increase the alarm value by the number of alert Opfor units currently in the Combat Zone. If no Opfor units are alerted, increase the Alarm Level by 1 instead. The Alarm Level cannot be raised above 20.

When Action cards are drawn, draw a number equal to the number of the tier on the alarm tracker, and choose an Action card with the highest Threat value to apply for that turn.

7.0 COVERT OPS INTERACTIONS

Many Covert Ops mission elements require **Interaction Tests** to successfully interact. Such elements will specify a Difficulty, and Type of interaction (*an interaction may require a Difficulty 9 Hacking test for example*). Each time a unit Interacts with a mission element that requires a test, roll 2d6. If the result is equal to or greater than the Difficulty the test is successful and the Interaction proceeds as described. If the result is less than the test the Interaction fails and the action is canceled.

Some mission rules, upgrades, and abilities will provide a unit modifiers to Interaction Tests for Interactions it performs (*usually based on the Type of the interaction*).

7.1 CASUALTIES AND FIELD MEDICINE

When a player unit is destroyed during a mission, assign it one Injury and replace it with a Casualty marker equal to its Size. Friendlies can Interact with Casualty Markers in two ways:

- **CASEVAC** - Player units can perform an Interact action targeting a Casualty marker as a free action during their activation to casevac the casualty. If they do so, place the casualty marker anywhere in base contact with the interacting unit at the end of that activation (*reminder; this prevents other uses of the Interact action during that same activation*).
- **FIELD MEDICINE** - Player units can interact with Casualty markers to perform field medicine on them. To do so, the interacting unit must pass a Difficulty 9 Medicine test. If the test is successful, return the unit that the casualty marker was placed for from the Casualty Zone to the Combat Zone, replacing the casualty marker and healing all damage on it (*excluding Injuries as normal*).

8.0 CAMPAIGN PLAY

Covert Ops missions may be organized into Campaigns - these represent a string of missions meant to be played in sequential order. When a team is constructed for a campaign, the same team is used in each mission, with some changes based on Veterancy and Casualties.

New campaigns will be released periodically on breachstorm.com/rules.

8.1 CAMPAIGN VICTORY

When a mission in a campaign is succeeded, players unlock the next mission in the campaign to play and add the Victory Points score in that mission to their total for the campaign. Succeeded missions cannot be replayed again during that campaign.

After all missions in a campaign have been succeeded, the number of Victory Points they have accrued over the campaign determines whether the campaign was a Pyrrric, Minor, or Major victory.

8.2 VETERANCY AND CASUALTIES

At the end of each mission in a campaign, each player unit not currently in the Casualty Zone can gain veterancy upgrades. Each round, each player gains Special Requisition based on the results of the played mission that may be spent on additional upgrade cards for units that gained veterancy. Each player unit currently in the casualty zone at the end of each game heals all damage dealt to it (*besides Injury damage as normal*) but must discard all Upgrade cards and remove those cards from their roster (they cannot be re-equipped and are lost for the remainder of the campaign). Each of these units then receives one Injury (*this is in addition to any injuries they suffered during that game and previous games*).

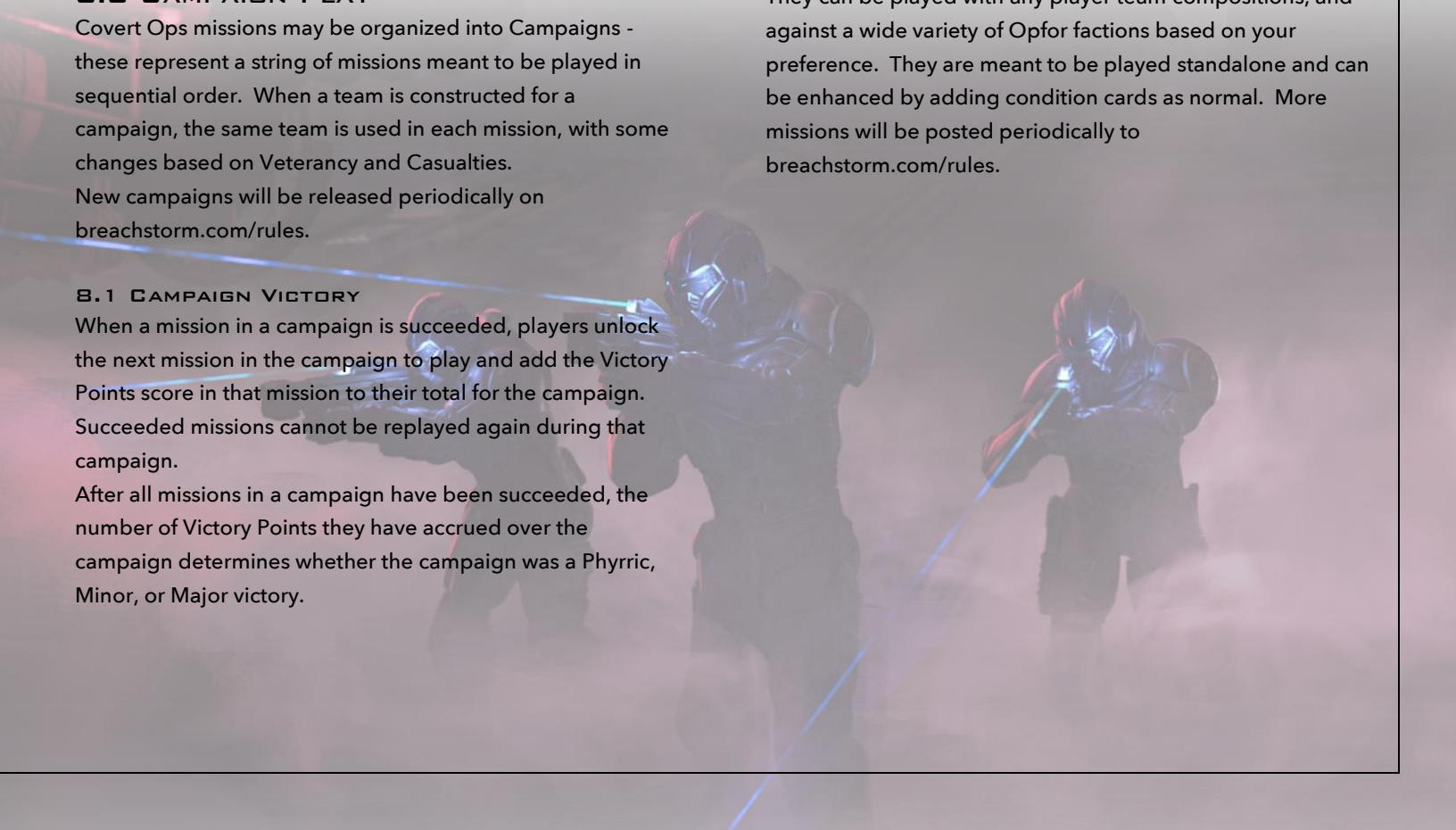
If such an Injury would reduce a unit to 0 remaining damage, it is dead and removed from the team.

8.2A CAMPAIGN UPGRADES

Each Campaign may list a set of special upgrades that are available for purchase during that campaign. These will often be unlocked via specific criteria within missions during that campaign and cannot be purchased outside that campaign.

9.0 SAMPLE MISSIONS

The two mission briefings included on the following pages are designed as easy introductions to the Covert Ops mode. They can be played with any player team compositions, and against a wide variety of Opfor factions based on your preference. They are meant to be played standalone and can be enhanced by adding condition cards as normal. More missions will be posted periodically to breachstorm.com/rules.



SMASH & GRAB

SAMPLE MISSION 1 v.26

Your team has been tasked with breaking into an enemy research base and extracting a piece of vital intelligence from their computer network. Stealth is key to your success... and the survival of your team.

RECOMMENDED PARTICIPANTS

Any

OPERATIONAL THEATER

- KHARIPHESH TEMPLE (X1)

OPPOSING FORCES

Choose one of the following, or roll 1d3 to determine randomly:

- 1 - HOMEWORLD CONFEDERACY
- 2 - ZHREN'THRAR PRIDES
- 3 - VOLUCRID HOST

OPFOR SQUAD COMPOSITION

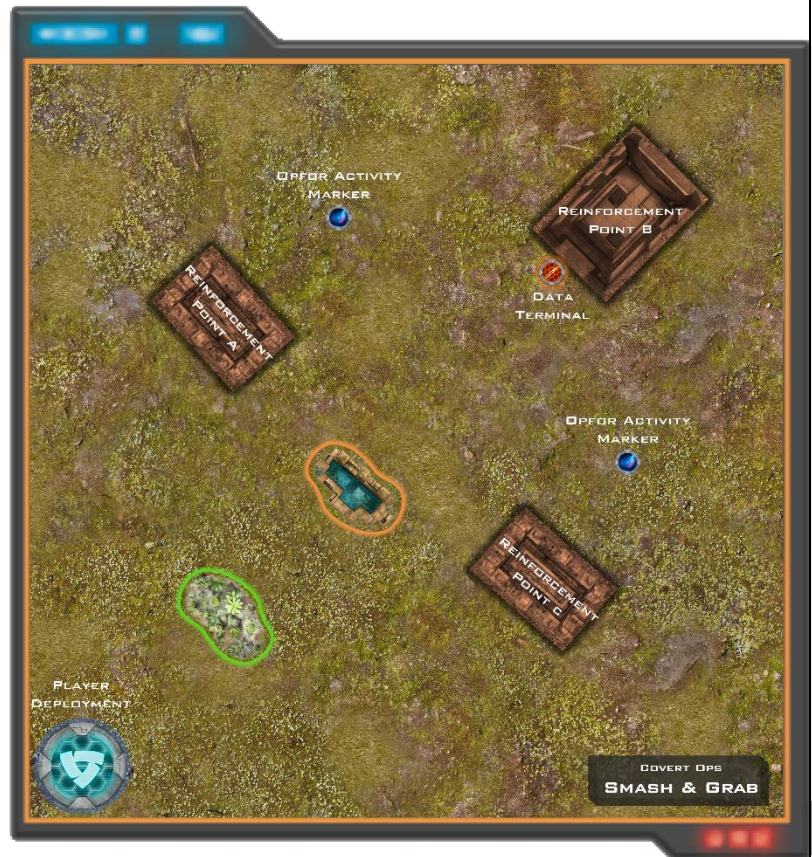
Based on the faction determined in the section above:

- **ZHREN'THRAR PRIDES**
 - 1 Pride Packleader
 - 2 Pride Packwarriors
 - Roll 1d6, on a 1-3 +1 Pride Packwarrior, on a 4-6 +1 Khariphesh Dreamspeaker
- **HOMEWORLD CONFEDERACY**
 - 1 M-TAC Fireteam Leader
 - 2 M-TAC Riflemen
 - Roll 1d6, on a 1-3 +1 M-TAC Rifleman, on a 4-6 +1 M-TAC Support Gunner
- **VOLUCRID HOST**
 - 1 Volgox Howler
 - 1 Volgox Crawlers
 - 1 Volgox Firefly
 - Roll 1d6, on a 1-3 +2 Epulex Grubs, on a 4-6 +1 Volgox Crawler

OPFOR ACTIVITY

Based on the faction determined in the section above:

- **ZHREN'THRAR PRIDES**
 - Any non-alert unit that is assigned Fury as the result of Vengeful, is also assigned one Alert token.
 - Any unit with Assigned Fury tokens gains Assault and will move to melee attack enemies if possible.
 - Khariphesh Dreamspeakers will use Enrage each activation if possible, and will always assign Fury to the friendly with the most damage remaining. In the case of a tie, they will assign Fury to the friendly closest to a Player unit.
- **HOMEWORLD CONFEDERACY**
 - M-TAC Support Gunners will choose to gain Suppression when using Defensive Fire, and will otherwise prioritize Marker, Rend, and Suppression in that order when attacking normally (based on what tokens the target does not already have assigned).



- **VOLUCRID HOST**

- Volgox units will Consume a unit within 2" if it is an Epulex Grub or is below half of its starting Damage.

INTERACTIONS

Player units can Interact with the Intel Terminal. In order to do so they must pass a Difficulty 8 Hacking test.

Once the terminal has successfully been interacted with, player units can interact with the Player deployment zone. When they do so, they have exfiltrated and are removed from the combat zone.

MISSION PARAMETERS

The mission ends when no Player units are within the Combat Zone.

Score VP as described below:

- Score 1 VP if the Terminal was successfully Interacted with.
- Score 1 VP if at least one player unit successfully exfiltrated.
- Score 1 VP if all units with Interact successfully exfiltrated.
- Score 1 VP if the Alarm Level is at Tier 3 or lower.

VICTORY CONDITIONS

- 2 VP Pyrrhic Victory
- 3 VP Minor Victory
- 4 VP Major Victory

SURVIVAL

SAMPLE MISSION 2 v.26

Stuck in hostile territory, your team is trapped without support; constantly harassed by local security forces. With no recourse, your only option is to hold position until extraction arrives... and your current objective: survive.

RECOMMENDED PARTICIPANTS

Any

OPERATIONAL THEATER

- KHARIPHESH TEMPLE (X1)

OPPOSING FORCES

Choose one of the following, or roll 1d3 to determine randomly:

- 1 - HOMEWORLD CONFEDERACY
- 2 - ZHREN'THRAR PRIDES
- 3 - VOLUCRID HOST

OPFOR SQUAD COMPOSITION

Based on the faction determined in the section above:

- **ZHREN'THRAR PRIDES**
 - 1 Pride Packleader
 - 2 Pride Packwarriors
 - Roll 1d6, on a 1-3 +1 Pride Packwarrior, on a 4-6 +1 Khariphesh Dreamspeaker
- **HOMEWORLD CONFEDERACY**
 - 1 M-TAC Fireteam Leader
 - 2 M-TAC Riflemen
 - Roll 1d6, on a 1-3 +1 M-TAC Rifleman, on a 4-6 +1 M-TAC Support Gunner
- **VOLUCRID HOST**
 - 1 Volgox Howler
 - 1 Volgox Crawlers
 - 1 Volgox Firefly
 - Roll 1d6, on a 1-3 +2 Epulex Grubs, on a 4-6 +1 Volgox Crawler

SPECIAL RULES

Endless Reinforcements - At the start of the mission, remove the Reinforcements A, B, and C cards from the Action deck and set them aside.

Instead, resolve the effect of these cards when there are no Opfor units remaining in the Combat Zone or at prescribed times during the game.

Once the Alarm Level reaches Tier 3, randomly draw, and resolve one of the cards. Once the Alarm Level reaches Tier 4, randomly draw and resolve two of the cards. Once the Alarm Level reaches Tier 5, or if there are no Opfor units or Activity markers remaining in the Combat Zone, resolve the effect of all three cards.

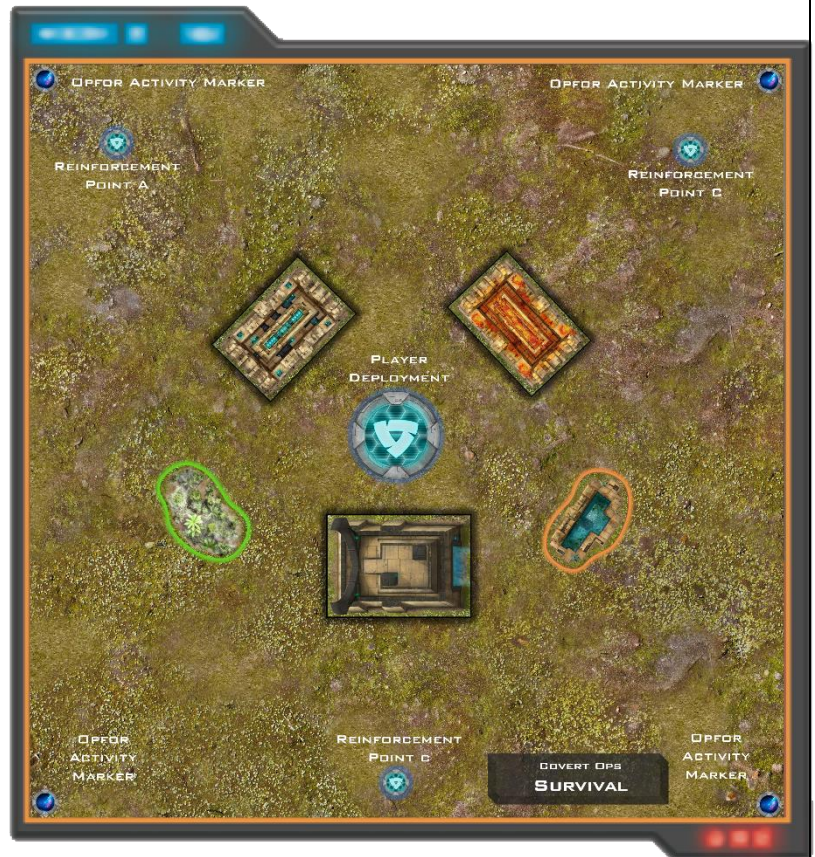
If the Alarm Level has reached 20, resolve all three cards at the end of each round.

OPFOR ACTIVITY

- When any Opfor unit or Activity marker moves based on an Action Card's movement compass, they move as close as possible to the zone rather than in the direction dictated by the compass.

Based on the faction determined in the section above:

- **ZHREN'THRAR PRIDES**
 - Any non-alert unit that is assigned Fury as the result of Vengeful, is also assigned one Alert token.



- Any unit with Assigned Fury tokens gains Assault and will move to melee attack enemies if possible.
- Khariphesh Dreamspeakers will use Enrage each activation if possible and will always assign Fury to the friendly with the most damage remaining. In the case of a tie, they will assign Fury to the friendly closest to a Player unit.

HOMEWORLD CONFEDERACY

- M-TAC Support Gunners will choose to gain Suppression when using Defensive Fire, and will otherwise prioritize Marker, Rend, and Suppression in that order when attacking normally (based on what tokens the target does not already have assigned).

VOLUCRID HOST

- Volgox units will Consume a unit within 2" if it is an Epulex Grub or is below half of its starting Damage.

MISSION PARAMETERS

The mission ends when no player units are within the Combat Zone, or if there are no player units within the player deployment zone at the end of any round. Score VP during the game as described below:

- Score 1 VP at the beginning of each Victory Phase.

VICTORY CONDITIONS

- 5 VP Pyrric Victory
- 7 VP Minor Victory
- 10 VP Major Victory