


## BREAKTHROUGH


v1



DEFENDER'S TABLE EDGE

ATTACKER'S TABLE EDGE

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## BREAKTHROUGH

*"In his unquestionable wisdom, the Warthane tasked only our warpack with this assault. We are dutybound to crush these human defenses and recover the information within - and in our humility would not deny our lord his prize."*

*FERAG BHA'HARA, MU'RHASA PRIDE PACKMISTRESS*

### SETUP

Place one round, 5" diameter Breakthrough Zone as shown in the diagram to the left.

### MISSION PARAMETERS

Score **1 VP** each time an enemy unit is destroyed (to a maximum of 2 each round).

During the **VICTORY PHASE**: Score **1 VP** if one or more of your troopers is completely within 18" of the Defender's table edge (see diagram on opposite side).

During the **VICTORY PHASE**: Score **2 VP** if one or more of your units is within the Breakthrough Zone while no enemy regular troopers are within the zone.

### TACTICAL ASSETS

You gain one Asset point each time one of your units within 6" of the Breakthrough Zone is destroyed by an enemy.

You have access to the **KILLBOX** Tactical Asset:

**COST 1 AP** **KILL SWEEP**

You can purchase this asset once each round as a free action during one of your units' activations.

Until the end of the round, the attacks of your units targeting enemies within 6" of the Breakthrough Zone gain +1 Acc.

## RECON SWEEP

v1

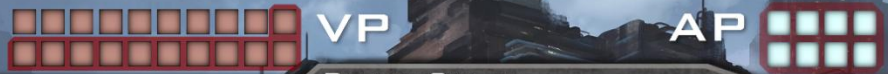
*In the aftermath of the C26 dataleak incident, M-TAC teams guided by Blacksmth agents covertly stormed dozens of secret Mu'rhasan scientific installations and Khariphesh vaults, destroying evidence of illegally-obtained chemical research that could jeopardize the tenuous treaty between the Confederacy and Collected Prides.*

### SETUP

Set up the Combat Zone as normal.

After the "Set Up Terrain" step of the game, all Terrain features gain the Unscanned state.

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## RECON SWEEP

### INTERACTIONS

Your units can Interact with Unscanned terrain features so long as there are not more enemy regular troopers touching it than there are friendlies.

Each time you do, that terrain feature is no longer Unscanned and becomes Scanned instead.

If, at any point every terrain feature is Scanned, every terrain feature is no longer Scanned and becomes Unscanned instead.

### MISSION PARAMETERS

- Score **1 VP** each time a terrain feature becomes Scanned.
- Score **2VP** instead if that terrain feature is within the enemy Deployment Zone. (To a maximum of 4 VP each round).

### TACTICAL ASSETS

You gain one Asset point each time one of your units within 3" of a Scanned terrain feature is destroyed.

You have access to the **MOBILITY** and **SENSOR SWEEP** Tactical Assets:

**COST 1 AP** **MOBILITY**

At the start of each round, you can purchase this asset.

Your units can each move up to 2" at the start of their activations this round.

**COST 1 AP** **SENSOR SWEEP**

You can purchase this asset once each round as a free action during one of your units' activations.

Place one size-30 Sensor marker anywhere in the combat zone. Roll 1d6 for each enemy within 2" of the Sensor marker. On the result of a 4+ assign that unit one Marker token (👤).

Remove the Sensor marker after all these rolls have been resolved.

## RETRIEVE INTELLIGENCE

VP
 AP

### SETUP

Place one round, 5" diameter Retrieval Zone as shown in the diagram to the left.

Before deploying your team, choose up to two of your Regulars to become Intelligence Carriers.

### INTERACTIONS

Your Intelligence Carriers can Interact with the Retrieval Zone; when they do they are no longer an Intelligence Carrier. At the end of the Victory Phase, the defender places one size-30 Intelligence Marker for each unit that interacted this way, more than 18" away from their own table edge, 6" away from any other table edge, and 2" away from any terrain.

### INTERACTIONS (CON'T)

Your non-Intelligence Carrier units can Interact with Intelligence markers. When they do, the marker is removed and the unit becomes an Intelligence Carrier.

Each time an Intelligence Carrier is destroyed, the Defender sets up a new Intelligence Marker at the end of that round's Victory Phase as described before.

### MISSION PARAMETERS

Score **3 VP** the first time each round an Intelligence Carrier Interacts with the Retrieval Zone

During the **VICTORY PHASE**: Score **1 VP** for each Intelligence Carrier in the Combat Zone.

### TACTICAL ASSETS

You gain one Asset point each time one of your units within 3" of the Retrieval Zone or an Intelligence Carrier is destroyed by an enemy.

You have access to the **MISSION CRITICAL** and **MOBILITY** Tactical Assets:

**COST 1 AP** **MISSION CRITICAL**

You can purchase this asset at the start of each round. Until the end of that round, reduce the damage of enemy attacks targeting your units within 3" of an Intelligence Carrier by 2.

**COST 1 AP** **MOBILITY**

At the start of each round, you can purchase this asset. Your units can each move up to 2" at the start of their activations this round.

## DATA SABOTAGE

VP
 AP

### SETUP

Place two size-40 Data Terminals as shown in the diagram to the left. The Data Terminals are treated as Low terrain.

### INTERACTIONS

Your Data terminals begin the game Unhacked. All units can interact with your Data Terminals. When your units do so, that Data Terminal becomes Hacked and is no longer Unhacked.

When enemy units interact with a Hacked Data Terminal, that Data Terminal becomes Unhacked and is no longer Hacked.

### MISSION PARAMETERS

Score **1 VP** the first time each round one of your units Interacts with one of your Data Terminals.

During the **VICTORY PHASE**: Score **1 VP** for each Hacked Data Terminal.

During the **VICTORY PHASE**: Score **1 VP** if you have at least one friendly unit within 3" of each of your Data Terminals.

### TACTICAL ASSETS

You gain one Asset point each time one of your units within 6" of one or more of your Data Terminals is destroyed by an enemy.

You have access to the **ELECTRONIC WARFARE** Tactical Asset:

**COST 1 AP** **ELECTRONIC WARFARE**

You can purchase this asset once each round as a free action during one of your units' activations.

Assign each enemy within 6" of one or more Hacked Data Terminals one Suppression token (👤).

## NIGHT RAID

v.1

*"Why the hullabaloo, officer?" Doctor Sippar queried, stumbling through the hectic crowd of rushing paramilitary personnel.*

*"More of that anomalous movement flagged on the perimeter trackers. A lot more." The security officer responded.*

*"I thought your techs had looked into the issue?"*

*"We..." a terrified expression momentarily crossed the officer's face, "are considering the fact that the reads aren't erroneous."*

*Before the doctor could respond, the facility floodlights deactivated with a snap, plunging the supralith dig site into darkness.*

VP

## NIGHT RAID

v.1

AP

### SETUP

Set up the Combat Zone as normal.

After the "Set Up Terrain" step of the game, all Low and Obscuring Terrain features gain the Illuminated state (and are considered eligible to become Darkened).

### INTERACTIONS

Your units can interact with Illuminated terrain features. When they do so, that terrain feature is no longer Illuminated and becomes Darkened instead.

Defending can units interact with Darkened terrain features. When they do so, that terrain feature is no longer Darkened and becomes Illuminated instead.

### MISSION PARAMETERS

Score as follows (to a maximum of 4VP per Round):

- Score **1 VP** the first time each round a terrain feature becomes Darkened.
- During the **VICTORY PHASE**: Score **1 VP** if one or more enemies are within 2" of a Darkened terrain feature.
- During the **VICTORY PHASE**: Score **1 VP** if one or more terrain features is Darkened, **OR** score **2VP** if at least half of the eligible terrain features are Darkened, **OR** score **4VP** if every eligible terrain feature is Darkened.

### TACTICAL ASSETS

You gain one Asset point each time one of your units within 3" of a Darkened terrain feature is destroyed.

You have access to the **SEE THE LIGHT** and **FEAR THE DARK** Tactical Assets:

**COST**  
1 AP

### SEE THE LIGHT

You can purchase this asset once each round as a free action during one of your units' activations. Assign one Marker token (📍) to target enemy within 2" of a one or more Illuminated terrain features.

**COST**  
1 AP

### FEAR THE DARK

You can purchase this asset once each round at the start of that round, or as a free action during one of your units' activations. Assign one Suppression token (👤) to target enemy not within 2" of one or more Illuminated terrain features.

## RECOVER PAYLOAD

v.1

VP

## RECOVER PAYLOAD

v.1

AP

### SETUP

Place one round, 5" diameter Recovery Zone and a 40mm diameter Payload marker as shown in the diagram to the left. The Payload marker is treated as Low terrain.

### INTERACTIONS

Units can Interact with the Payload marker; each time that they do, the unit's controlling player can move it up to 3". Each time the Payload marker moves, it does so as if it were a unit belonging to the player that is moving it.

### VICTORY PHASE

At the start of the Victory Phase if you have one or more units within 2" of the Payload marker, and no enemies are within 2" of it, you can move the Payload marker up to 3" (as described above).

### MISSION PARAMETERS

Score **1 VP** the first time each round one of your units Interacts with the Payload marker.

During the **VICTORY PHASE**: Score as follows (to a maximum of 3 VP per Round):

- Score **1 VP** if you have at least one unit within 2" of the Payload marker.
- Score **1 VP** if no enemies are within 2" of the Payload marker.
- Score **1 VP** if the Payload marker is within 3" of the Recovery Zone **OR 2VP** instead if the Payload marker is within the Recovery Zone.

### TACTICAL ASSETS

You gain one Asset point each time one of your units within the Recovery zone, or within 6" of the Payload marker, is destroyed by an enemy.

You have access to the **SECURITY SWEEP** Tactical Asset:

**COST**  
1 AP

### SECURITY SWEEP

You can purchase this asset once each round as a free action during one of your units' activations. Until the end of the round, the attacks of your units targeting enemies that are within 6" of the Payload marker gain +1 Acc.

## DATA SECURITY

VP

AP

## DATA SECURITY

### SETUP

Place two size-40 Data Terminals as shown in the diagram to the left. The Data Terminals are treated as Low terrain.

### INTERACTIONS

Your Data terminals begin the game Unsecured. All units can interact with your Data Terminals. When your units do so, that Data Terminal is no longer Unsecured and instead becomes Secured.

When enemy units interact with a Secured Data Terminal, that Data Terminal is no longer Secured and instead becomes Unsecured.

### MISSION PARAMETERS

Score **1 VP** the first time each round one of your units Interacts with one of your Data Terminals.

During the **VICTORY PHASE**: Score **1 VP** for each Secured Data Terminal.

During the **VICTORY PHASE**: Score **1 VP** if you have at least one friendly unit within 6" of each of your Data Terminals.

### TACTICAL ASSETS

You gain one Asset point each time one of your units within 6" of one or more of your Data Terminals is destroyed by an enemy.

You have access to the **SECURITY SWEEP** Tactical Asset:

**COBT**  
**1 AP** **SECURITY SWEEP**

You can purchase this asset once each round as a free action during one of your units' activations.

Until the end of the round, the attacks of your units targeting enemies that are within 6" of one or more of your Data Terminals gain +1 Acc.

## HOLD POSITION

VP

AP

## HOLD POSITION

*"We registered the drop-spore impact approximately two hours ago. Proximity sensors indicate Volucrid lifesigns have changed their direction of movement. They're coming towards our main facility... This isn't normal behavior... why would they...?"*

*The picket sensors are tripped. Gods above, they're almost here. We can't let them break--"*

**C26 COVERT RESEARCH OUTPOST**  
*FINAL TRANSMISSION*

### SETUP

Place one round, 5" diameter Holdout Zone as shown in the diagram to the left.

### MISSION PARAMETERS

During the **VICTORY PHASE**: Score **2 VP** if there are one or more friendly troopers within the Holdout Zone.

During the **VICTORY PHASE**: Score **1 VP** if there are no enemy regular troopers within the Holdout Zone.

During the **VICTORY PHASE**: Score **1 VP** if no more than two of your units are completely within your Deployment Zone.

### TACTICAL ASSETS

You gain one Asset point each time one of your units within 6" of the Holdout Zone is destroyed by an enemy.

You have access to the **CLOSE AIR SUPPORT** Tactical Asset:

**COBT**  
**2 AP** **CLOSE AIR SUPPORT**

You can purchase this asset as a free action during your units' activations.

AOE	ACC	1+	5+	9+
2"	4	10	13	16

Perform an AOE attack with the above profile. The AOE marker of the attack must be placed touching the Holdout Zone.

## SCORCHED EARTH

v1

"The compound has been breached -  
we research've lost the position but can't risk  
contamination.

Orders are to sterilize the area. Not how we  
expected this day to go... but we can't leave  
anything standing.

It's been a pleasure serving with you all."

**COL. HARRISON SHALE**  
C26 OUTPOST SECURITY CHIEF

### SETUP

Set up the Combat Zone as normal.  
After the "Set Up Terrain" step of the  
game, Obstructing and Low terrain  
features gain the Unprimed state.

## SCORCHED EARTH

v1

### INTERACTIONS

Your units can Interact with Unprimed terrain  
features. Each time you do, that terrain feature is  
no longer Unprimed and becomes Primed  
instead. Your units have the **DETONATE CHARGE**  
action on their profiles:

#### DETONATE CHARGE

Target Primed terrain feature within 6" becomes  
Demolished and is no longer Primed. It is  
Breached for both players for the rest of the game.

Then this unit deals each unit within 2" of the  
target 6 Damage.

### MISSION PARAMETERS

Score as follows (to a maximum of 4 VP per  
Round):

- Score **1 VP** each time a Low terrain  
feature becomes Demolished.
- Score **2VP** each time an Obstructing  
terrain feature becomes Demolished.
- Score **1 VP** the first-time a terrain  
feature becomes Demolished each round.

### TACTICAL ASSETS

You gain one Asset point each time one of your  
units within 3" a Primed or Demolished terrain  
feature is destroyed by an enemy.

## SCORCHED EARTH

v1

### TACTICAL ASSETS (CON'T)

You have access to the **SATCHEL CHARGE** and **GO  
TO GROUND** Tactical Assets:

**COST 1 AP GO TO GROUND**

You can purchase this asset when one of your units suffers  
damage from **DETONATE CHARGE**, or is targeted by an  
AOE attack. Reduce damage caused by the action, or the  
attack's damage by 6 (whichever is applicable).

**COST 1 AP SATCHEL CHARGE**

You can purchase this asset when one of your units  
performs an **ATTACK** action. You can perform the resulting  
attack with the **SATCHEL CHARGE** AOE weapon.

SATCHEL CHARGE					
RNG	AOE	ACC	1+	5+	9+
4"	2"	4	6	10	14

BREACHING

## EVACUATE FACILITY

v1

The diagram shows a rectangular table with an Attacker's Table Edge at the top and a Defender's Table Edge at the bottom. Two Noncombatant units are positioned on the left side, 8" apart. A central Evacuation Zone is marked with a blue circle and a crosshair. Distances are indicated: 15" from the top Noncombatant to the Evacuation Zone, 10" from the bottom Noncombatant to the Evacuation Zone, and 13" from the Evacuation Zone to both the left and right edges of the table. A 8" distance is also marked from the bottom Noncombatant to the Evacuation Zone.

### SETUP

Recruit two Noncombatants (see *Contractor profile*) and  
set them up as well as one Extraction Zone as shown in  
the diagram to the left. These Noncombatants may not  
be chosen to activate normally. After teams are deployed  
you can move each of your Noncombatants up to 4".

### DURING THE ROUND

Each time one of your Noncombatants enters the Casualty  
zone, recruit a new Noncombatant at the end of that turn  
or phase and choose one Obstruction. The attacker sets  
the new unit up in base contact with that template, and at  
least 2" away from your other Noncombatants.

### VICTORY PHASE

Your unactivated Noncombatants may activate at the end  
of each Victory Phase (as if it were the activation phase).

## EVACUATE FACILITY

v1

### INTERACTIONS

You units can Interact with unactivated Noncombatants.  
When they do, the Noncombatant is Commanded as if  
the interacting unit was a Field Officer.  
*Reminder; unactivated units are those that haven't  
activated yet in that round.*

### MISSION PARAMETERS

During the **VICTORY PHASE**: Score as follows (to a  
maximum of 4 VP per):

- **1 VP** if none of your Noncombatants were destroyed  
during this round.
- **1 VP** if one or more of your Noncombatants is within  
3" of the Extraction Zone (including within the zone).
- **2VP** for each of your Noncombatants within the  
Extraction Zone.

After your VPs are scored, remove your Noncombatants in  
the Extraction zone to the Casualty zone.

## EVACUATE FACILITY

v1

### TACTICAL ASSETS

You gain one Asset point each time one of your units  
within 3" of a friendly Noncombatant or the Extraction  
Zone is destroyed by an enemy.



You have access to the **MISSION CRITICAL** and  
**CASEVAC** Tactical Assets:

**COST 1 AP MISSION CRITICAL**

At the start of each round you can purchase this asset.  
Until the end of the round, reduce the damage of enemy attacks  
targeting your units within 3" of friendly Noncombatants by 2.

**COST 1 AP CASEVAC**

You can purchase this asset as a free action during your units'  
activations.  
Move target other friendly unit within 1" up to 2" in any direction.


VP

AP

## HACK & SLASH v1

### SETUP

Place one 40mm diameter round Data Terminal centered on the center of the Combat Zone (*see the deployment diagram corresponding to the game's player count*).

Starting with the player that has initiative and rotating clockwise, each player places one Data Terminal touching the Deployment Zone of the player to their left and at least 6" away from all combat zone edges and other Data Terminals.

All Data Terminals are Low terrain.

### INTERACTIONS

All Data Terminals begin the game controlled by no player, and can only be controlled by one player at a time.

All units can interact with Data Terminals. When a unit does so, that Data Terminal becomes Controlled by that unit's controlling player.

### MISSION PARAMETERS

All players can score the following mission parameters:



Score **1 VP** the first time each round one of your units Interacts with a Data Terminal.

During the **VICTORY PHASE**: Score **1 VP** for each Data Terminal you control.

During the **VICTORY PHASE**: Score **1 VP** if you have one or more friendly units within 3" of two or more different Data Terminals.

### TACTICAL ASSETS

Each player gains one Asset point each time one of their units within 3" of any Data Terminal is destroyed by an enemy.


VP

AP

## KING OF THE HILL v1

### SETUP

Place one 5" diameter round Control Zone centered on the center of the Combat Zone (*see the deployment diagram corresponding to the game's player count*).

Starting with the player that has initiative and rotating clockwise, each player places one Control zone touching the Deployment Zone of the player to their left and at least 6" away from all combat zone edges and other Control Zones.

### CONTROL ZONES

All Control Zones begin the game Controlled by no player, and can only be controlled by one player at a time.

A player has control of a Control Zone as long as they have more units within that zone than any other player.

### INTERACTIONS (CON'T)

Non-Relay Carrier units can Interact with Relay markers. When they do, the marker is removed and the unit becomes a Relay Carrier.

When a Relay Carrier is destroyed, set up a new Relay Marker at the end of the round as noted before.



### MISSION PARAMETERS

All players can score the following mission parameters:

Score **1 VP** the first time each round one of your units interacts with a Relay Marker.

Score **2 VP** each time one of your Relay Carriers Interacts with the Relay Zone.

During the **VICTORY PHASE**: Score **1 VP** for each Relay Carrier you have in the Combat Zone.



VP

AP

## RELAY RACE


### INTERACTIONS (CON'T)

Each player gains one Asset point each time one of their units within 3" of the Relay Zone or a friendly Relay carrier is destroyed by an enemy.

### TACTICAL ASSETS



**VP**



**AP**

## RELAY RACE

### SETUP

Place one 5" diameter round Relay Zone centered on the center of the Combat Zone (see the deployment diagram corresponding to the game's player count).

Starting with the player that has initiative and rotating clockwise, each player places two 30mm diameter round Relay Markers touching the Deployment Zone of the player to their left and at least 6" away from all combat zone edges and other Relay Markers.

### INTERACTIONS

Relay Carriers can Interact with the Relay Zone; when they do they are no longer an Relay Carrier.

At the end of the Victory Phase, the interacting unit's controlling player places a new Relay Marker touching another player's deployment zone and at least 6" away from all combat zone edges and other Relay Markers.

*If multiple players are placing Relay Markers, start with the player that has Initiative and rotate clockwise.*

### INTERACTIONS (CON'T)

Non-Relay Carrier units can Interact with Relay markers. When they do, the marker is removed and the unit becomes a Relay Carrier.

When a Relay Carrier is destroyed, set up a new Relay Marker at the end of the round as noted before.


### TACTICAL ASSETS

Each player gains one Asset point each time one of their units within 3" of the Relay Zone or a friendly Relay carrier is destroyed by an enemy.


### MISSION PARAMETERS

All players can score the following mission parameters:

- Score **1 VP** the first time each round one of your units interacts with a Relay Marker.
- Score **2VP** each time one of your Relay Carriers Interacts with the Relay Zone.
- During the **VICTORY PHASE**: Score **1 VP** for each Relay Carrier you have in the Combat Zone.

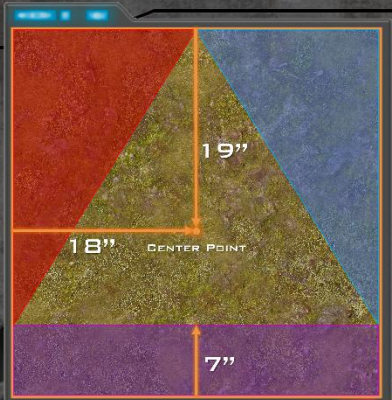


**VP**

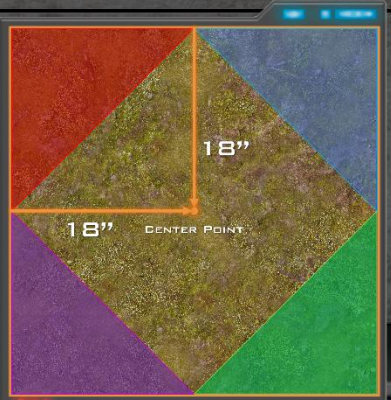


**AP**

## CYCLOPS GAME SETUP



**3 PLAYERS**



**4 PLAYERS**

## GHOSTS IN THE MACHINE

### GHOSTS

When a player's team is destroyed during a CyclOps game, they become a Ghost in the Machine (also referred to as a Ghost).

Ghosts remain in the game if they wish, cannot win the game, and lose all Victory Points they had, but retain any Asset Points they had.

### UPKEEP PHASE

Each Ghost gains 2 AP each Upkeep Phase.

### TACTICAL ASSETS

Ghosts have access to the **DISORIENTED RUSH** and **CURSED CHANGE** Tactical Assets:

**COST 1 AP** **DISORIENTED RUSH**

At the start of any trooper's activation, you can purchase this asset to push that trooper up to 2".

**COST 1 AP** **CURSED CHANGE**

Once at the end of the "modify attack pool" step of each attack performed by any unit, you can purchase this asset to reroll all dice in the attack pool.