

# BREACHSTORM CYCLIC OPS

v.2 BETA

## 1.0 FORMAT INTRODUCTION

The **Cyclic Ops** (also referred to **CyclOps**) format allows 3 or 4 players to compete against each other within a single game. CyclOps is meant to be a fun, casual, free-for-all format that allows groups with odd numbers of players to participate, while encouraging interaction throughout the whole game.

## 2.0 SETTING UP A CYCLIC OPS GAME

Follow the procedure below for at the beginning of each Cyclic Ops game:

### 1. DETERMINE OBJECTIVE

Roll a D3; the result determines the CyclOps objective that the game will use based on the chart below. All players use the same objective and mission parameters throughout the game.

- 1 - HACK & SLASH
- 2 - KING OF THE HILL
- 3 - RELAY RACE

### 1. DEFINE OPERATIONAL THEATER

As a group, choose (or determine randomly) one Operational Theater and form a terrain pool containing twice the terrain templates included in the standard terrain pool for that Operational Theater.

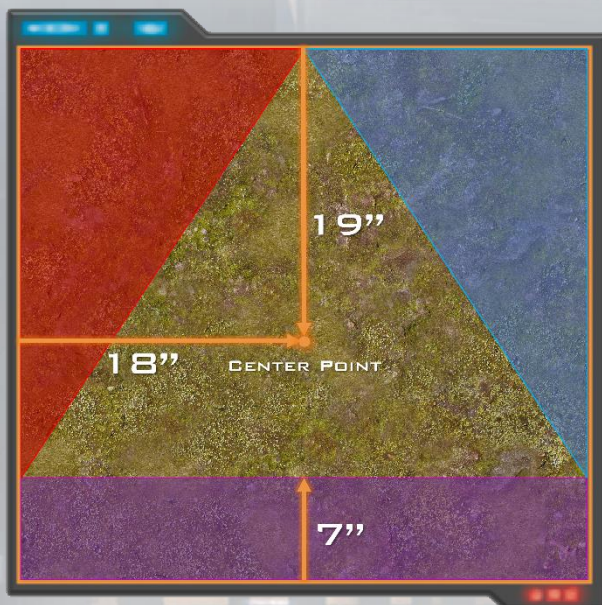
### 2. PURCHASE TEAMS

After the objective for the game is determined, players create teams in exactly the same manner as a standard, TacOps game. Each player is given 100 Requisition and 5 Special Requisition (or another agreed upon amount) to spend purchasing units and upgrades.

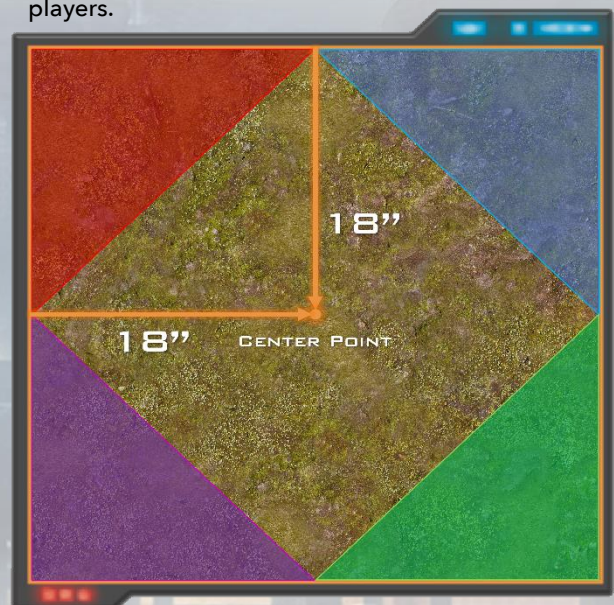
*Note that unlike in TacOps games, objectives are not chosen during team construction.*

### 3. CHOOSE DEPLOYMENT ZONES

CyclicOps games use a 36"x36" combat zone. Players each choose one of the colored deployment zones shown in the diagrams below based on the number of players.



3 PLAYERS



4 PLAYERS

#### 4. DETERMINE INITIATIVE

All players roll off; the highest roller wins Initiative and takes the Initiative tracker. Each step of the game will begin with the player that has Initiative, and then rotate clockwise from them to the player whose deployment zone is on the left of their own.

#### 5. SET UP SCENARIO ELEMENTS

Each objective profile will describe scenario elements that have prescribed positions in the combat zone. Then, follow the remaining guidelines in the setup section of the mission profile.

#### 6. SET UP TERRAIN

Starting with player that has Initiative and moving clockwise, players take turns placing terrain templates from the terrain pool completely within the combat zone until all terrain is placed. Placing terrain has the following restrictions:

- Terrain templates may not be placed within 2" of any other terrain feature (including mission elements).
- Terrain templates may not be placed overlapping any zone mission elements.

*Note; as described in Step 2, the terrain pool is composed of double the number of templates in the selected Operational Theater, and these terrain features may be placed within 6" of combat zone edges.*

#### 6. SET UP TEAMS

Players take turns setting up every unit in their teams completely within their deployment zones, starting with the player that has initiative and then rotating clockwise.

### 3.0 CYCLIC OPS ROUND PROCEDURE

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

#### 3.1 CYCLING INITIATIVE

At the end of each End Phase of a CyclOps game, the player with Initiative passes the Initiative Tracker in a clockwise direction; to the player whose deployment zone is to the left of their own.

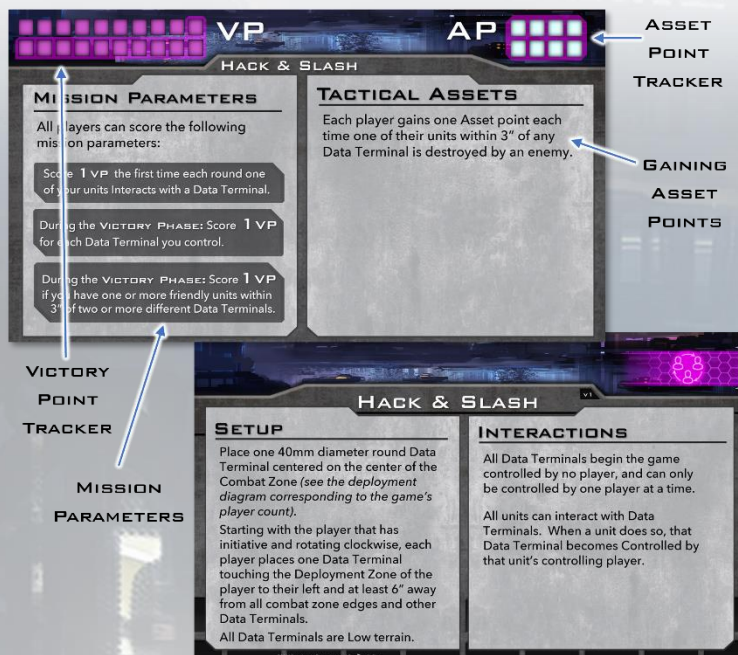
#### 3.2 VICTORY PHASE

If any player has 10 VPs at the end of any Victory Phase of a CyclOps game (scored as described on the objective card determined in Section 2, Step 1), and more than all other players; the game ends and they are the winner. *Note that if any other players are tied with that player, the game continues for another round.*

### 4.0 GHOSTS IN THE MACHINE

When the last unit in 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. In addition, they gain 2 Asset Points each upkeep phase.

While a player is a Ghost, they can purchase special tactical assets that non-Ghost players do not have access to:



**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.

If for any reason all players become Ghosts at the same time, the game ends in a draw.

ANATOMY OF A CYCLOPS  
MISSION CARD