

BREACHSTORM

IT IS A FAR-OFF FUTURE, AN EPOCH SOREMOVED FROM OUR TIME THAT HUMANITY HAS FORGOTTEN ITS HISTORY, BURIED UNDER THE WEIGHT OF AEONS AND SUNDERED BY THE NUMEROUS CATAclysms TO BEFALL OUR ANCESTRAL HOMEWORLD.

NOW HUMANITY'S DOMAIN STRETCHES FAR BEYOND OUR SOLAR BIRTHPLACE; COLONIES AND POPULOUS CITY-WORLDS SCATTERED ACROSS THE LENGTH OF THE SPUR. WITH EXPLORATION CAME FIRST CONTACT WITH THE OTHER INTELLIGENT LIFE-FORMS WITH WHOM WE SHARE OUR CORNER OF THE GALAXY. SOME OF THESE MEETINGS WERE PEACEFUL... SOME WERE NOT.

IT HAS BEEN 40 YEARS SINCE THE DECADES LONG KHARIPHESH CRUSADE, TRIGGERED BY FIRST CONTACT BETWEEN THE HUMAN HOMEWORLD CONFEDERACY AND THE COLLECTED PRIDES OF THE FELINDID ZHREN'THRAR, CAME TO AN END. A DEVASTATING WAR THAT LEFT WORLDS BLACKENED AND COST BILLIONS OF LIVES GAVE WAY TO A TENUOUS PEACE THAT SETTLED ACROSS THE GREAT CIVILIZATIONS OF THE SPUR. VAST FLEETS OF AGILE WARSHIPS AND WEAPONS CAPABLE OF UNIMAGINABLE DESTRUCTION SIT IDLE AND USELESS; ABLE TO SCOUR ENTIRE STAR SYSTEMS CLEAN OF LIFE BUT WITHOUT THE IMPETUS TO UNLEASH THEIR TERRIBLE POWER.

THE GUNS OF CONFLICT ARE SILENT... BUT IN THE SHADOWS A WAR RAGES STILL. THE FATE OF ENTIRE WORLDS NOW LIES NOT WITH THE HORRIFIC MIGHT OF WORLD-KILLING SUPERWEAPONS, BUT A HANDFUL OF ELITE WARRIORS THAT DANCE AN ENDLESS WALTZ OF ESPIONAGE, SABOTAGE AND COUNTER-ATTACK.

WELCOME TO THE QUIET WAR. WELCOME TO **BREACHSTORM**.

BREACHSTORM is an fast-paced, high action miniature game that puts you in command of elite teams of operatives in pursuit of unique objectives within the universe of The Spur. There are many ways to play Breachstorm, including competitive 1v1 games known as Tactical Operations, multiplayer battles between 3-4 players known as Cyclic Operations, and narrative cooperative campaigns known as Covert Operations. These quick start rules will give you a crash-course in playing a game of Tactical Ops against one opponent using the contents of the Breachstorm 2-player Starter Set.

For the full rules of the game, and instructions on playing the other game formats visit breachstorm.com/rules.

Starter Set Components

- 7 HWC miniatures & profile cards: 3 M-TAC Riflemen, 2 M-TAC Support Gunners, M-TAC Fireteam Leader, Capt. Johan Lukas
- 7 ZTP miniatures & profile cards: 3 Pride Packwarriors, 2 Khariphesh Dreamspeakers, Pride Packleader, Packmistress Feraq
- 2 Mission Cards: Data Sabotage & Data Security
- 3 Quick Reference Cards & 1 Background Insert Card
- 108 Tokens (see Token quick reference card for details)
- 9 Terrain Templates (see Terrain Templates quick reference card for details)
- 5 Defense objective markers: 1 5" zone, 2 30mm markers, 2 40mm markers
- 5 Attack objective markers: 1 5" zone, 2 30mm markers, 2 40mm markers
- Initiative Tracker & 2 misc. 30mm markers to mark game effects
- Tape Measure, dry-erase marker & 5 six-sided dice.



DEFENSE OBJECTIVE MARKER



ATTACK OBJECTIVE MARKER



INITIATIVE TRACKER

SETTING UP THE GAME

STEP 1: RECRUIT TEAMS

One player takes control of the Homeworld Confederacy team composed of Lt. Johan Lukas, M-TAC Fireteam Leader, 2 M-TAC Support Gunners, and 3 M-TAC Riflemen. The other player takes control of the Zhren'thrar Prides team composed of Packmistress Feraq, Pride Packleader, 2 Khariphesh Dreamspeakers, 3 Pride Packwarriors.

STEP 2: DEFINE THE COMBAT ZONE

Mark out a 3'x3' area. Each player chooses an opposite edge to act as their table edge.

STEP 3: DETERMINE INITIATIVE

Each player rolls 1 dice; the winner chooses whether they are the Attacker or Defender. The Attacker takes the Initiative tracker.

STEP 4: SET UP OBJECTIVES

The Attacker takes the Data Sabotage mission card, and the Defender takes the Data Security mission card.

Each player sets up two Data Terminals as per the diagram on the front of their respective card.

Each mission card describes how that player scores Victory Points (VP) and Asset Points (AP) during the game, each of which can be tracked on the back of the card using the dry-erase marker.

STEP 5: SET UP TERRAIN

Gather all nine Terrain Templates. Then starting with the Attacker, each player takes turns placing one of the templates in the Combat Zone, at least 2" away from all other terrain features (including Data Terminals placed in the previous step), and at least 6" away from all table edges.

STEP 6: SET UP TEAMS

Starting with the attacker, each player places their entire team completely within 12" of their own table edge. Once both teams are set up... the game begins!

PLAYING THE GAME

INITIATIVE

At the start of the game, the Attacker takes the Initiative Tracker (that player has Initiative). At the end of each round if the player with Initiative activated the final Field officer that round, they give the Initiative Tracker to their opponent. If there are no Field Officers remaining, check the last unit activated instead.

ACTIVATING UNITS

Each round, players take turns activating one unit (represented by a single miniature) from their team, starting with the player that has Initiative. If a player has any unactivated Field Officers they must be activated before any of their Infantry (see the unit type at the top of their profile card to determine whether it is a Field Officer or Infantry unit).



YOU CAN FIND A UNIT'S TYPE AT THE TOP OF ITS PROFILE CARD, ALONGSIDE ANY SUBTYPES THAT MAY INTERACT WITH SPECIAL RULES OR ABILITIES.

When a unit activates, it is assigned Action tokens equal to its Act value. Field Officers are also assigned Orders equal to its Ord value.



INFANTRY'S ACT VALUE & COMMAND MODIFIER

Infantry units receive tokens equal to the first value of their Act stat, unless **COMMAND**ED (see the Field Officer Orders section), in which case they will add the second value as well (this is called the Command Modifier and makes Infantry much more effective when they are Commanded).

You can end a unit's activation at any time between using abilities. Any unspent tokens remain assigned to the unit. A unit can only activate once each round (including those that are **COMMAND**ED).

USING ABILITIES

Units can spend tokens assigned to them to perform Actions or issue Orders during their activations. Actions include the common actions that each unit last listed on the left side of the back of their profile cards, as well as special abilities on the back of their profile card.



ACTION TOKEN



ORDER TOKEN

All common actions cost 1 Action token to perform, while each ability lists what type of token must be spent to use it. All actions, orders, and abilities can only be performed once by each unit each round, unless they have the Unlimited attribute (∞), and each

must be fully completed before using another.

See the Ability Quick Reference Card for a description of what Common Actions do - keep in mind that units may have different sets of common actions available to each of them on their profiles!

FIELD OFFICER ORDERS

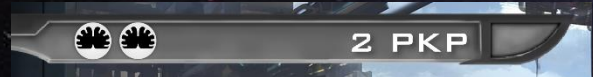
In addition to the special and common abilities listed on their profile cards - all Field Officer units can issue the **COMMAND** and **CALL IN SUPPORT** orders:

NAME	COST	EFFECT
COMMAND ∞		Activate one Infantry within your Rad and assign its Command Modifier.
CALL IN SUPPORT		You gain 1 Asset Point

COMMAND allows you to activate several units in the space of one Field Officer activation. When you target a friendly Infantry with it, the Field Officer's activation pauses and the Infantry is assigned their Action tokens. Once the Infantry's activation is complete, the Field Officer can continue theirs and **COMMAND** more Infantry if they wish. Keep in mind that you can only Command your Infantry, not other Field Officers, and Commanded Infantry cannot activate later, or be Commanded again.

PSYCHOKINETIC ACTIONS

Some actions (normally those with the Psychokinetic ability attribute) cost a special resource called Psychokinetic Points (also referred to as PKP) instead of tokens. These are tracked on the front of the unit's profile card and can be marked off with a dry erase marker when spent. Once spent they remain spent for the rest of the game unless Refreshed by some effect (such as the **REFRESH** action).



YOU CAN FIND A UNIT'S AVAILABLE PKP ON THE FRONT OF ITS PROFILE CARD.

EXAMPLE ACTIVATION

It is your turn to activate a unit, and your M-TAC Fireteam Leader has not yet activated. It is a Field Officer, so you must choose to activate it before your Infantry. You do so and assign its 4 Action and 3 Order tokens.

Your Fireteam Leader has no friendly Infantry within its Rad value of 8", so you start by spending one Action token to perform a Move action towards a nearby M-TAC Rifleman. You spend one Order token to Command the Rifleman, pausing the Fireteam Leader and assigning the Rifleman its Action tokens, which it immediately spends performing Attack actions against nearby enemies.

Once the Rifleman's activation is finished, the Fireteam leader can continue its activation. It performs a Storm action spending one Action token (see the Ability Quick Reference card) to move within 8" of a second friendly M-TAC Rifleman, perform a ranged attack for free targeting an enemy within range of its weapon thanks to the effect of the Storm action, then spends one more Order token to Command the second Rifleman. Once the second Rifleman's activation is complete, the Fireteam Leader can spend its remaining two Action and one Order tokens in whatever order it wishes before ending its own activation.

ATTACKING

When a unit attacks an enemy (usually due to an Attack, Assault, or Storm action it performs), follow the procedure on the next page.

Once a unit has all of its damage points marked off of its profile card, it is Incapacitated and removed from the Combat Zone (effects that trigger when a unit is Destroyed occur immediately after it is Incapacitated).



ONE DAMAGE IS MARKED OFF FOR EACH INDIVIDUAL DAMAGE POINT RECEIVED.

ATTACK PROCEDURE

- 1. CHOOSE WEAPON** – Some actions specify what kind of attack must be performed (ranged, melee, or AOE) and a corresponding weapon must be chosen. Ranged attacks cannot be performed while within 1" of an enemy.
- 2. CHOOSE TARGET** – Select an enemy in **RNG** and **LOS**
- 3. MAKE ATTACK ROLL**
 - a. Roll six-sided dice equal to the **Acc** value of the weapon, (subtracting one if the target is **OBSCURED**, see the *Terrain Quick Reference card*).
 - b. Apply any modifiers to the attack pool, then remove the highest die if the target is **IN COVER**.
 - c. Choose three of the remaining dice to be the **RESULT POOL** and apply any applicable modifiers to it (if the attack pool contains 3 or less dice, all must be chosen).
 - d. Total the result pool together and subtract the target's **Ev**. If the result is equal to or higher than any of the numbers on the top of the weapon's damage track, the attack scores a hit at that level.
- 4. APPLY ATTACK MODIFIERS** (see the *Attack Quick Reference card*)
- 5. APPLY DAMAGE MODIFIERS** (that are not from defenses, this is usually the result of special rules or *Tactical Assets*)
- 6. APPLY DEFENSES** – the defender chooses and applies the effect of up to one Defense to the attack (see the *Attack Quick Reference card*).
- 7. DEAL DAMAGE** – the damage value of the attack after all modifiers have been calculated is marked off the defender's profile card using a dry erase marker.

LINE OF SIGHT AND COVER

A unit has Line of Sight to an enemy if you can trace any line between their bases across the combat zone that does not cross enemy units or line of sight blocking terrain templates (see the *Terrain Quick Reference card*). Friendly units do not block your line of sight.

Some forms of terrain provide cover or obscure units from attacks. Cover can be gained from **Obstruction** or **Low Terrain** templates if any line between the attacking unit and target crosses over the template, and the target is touching that template.

Attacks targeting units in cover remove the highest die from their attack pool.

Targets can be obscured from attacks when any line between the attacker and target crosses over an **Obstruction** or **Low Terrain** template that neither the attacker nor target are touching.

BASIC LINE OF SIGHT

An HWC M-TAC Rifleman (red) is attempting to draw his line of sight to several Zhren'thrar units (blue).

PRIDE PACKWARRIOR

UNBROKEN LINE OF SIGHT
Lines can be drawn from the M-TAC Rifleman to the bases of both Pride Packwarriors, so they are in the Rifleman's line of sight.

NO LINE OF SIGHT

There is no line from the M-TAC Rifleman to the Pride Packleader that does not intersect the building, or another enemy unit.

MAKING ATTACK ROLLS

A Zhren'thrar Pride Packleader is attacking an HWC M-TAC Rifleman (Evade 6) with their Plasma Rifle (Acc 4).



PRIDE
PACKLEADER

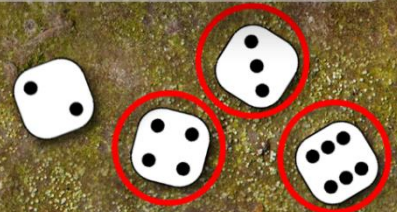
ROLL ATTACK POOL

Acc 4=roll 4 dice



CHOOSE RESULT POOL

Pick 3 dice (probably the highest ones) and add up their total.



Sum=13

M-TAC
RIFLEMAN
(Evade 6)

SUBTRACT TARGET'S EVADE

Result Pool Total (13) - Target Evade (6) = 7

DETERMINE HIT LEVEL

Find the result in the top row of the weapon's damage track; the

PLASMA RIFLE				
RNG	ACC	2+	5+	9+
10"	4	6	10	14

number in the bottom row tells you the amount of damage dealt.

In this case, result of 7 deals 10 damage.

Keep in mind that units don't benefit from being Obscured from **Obstructions** or **Low Terrain** that the attacker is touching. If both the attacker and target are touching the intervening template, cover is still applied.

Obscuring Terrain always obscures attacks targeting units that are touching the template (even if it is not intervening between the attacker and target).

Attacks targeting obscured units remove one die from their attack pool before rolling; this does not stack with cover (if a unit would benefit from both, only cover is applied).

IN COVER VS. OBSCURED



IN COVER

The Packwarrior is in base contact with the low terrain, and a line between it and the M-TAC Rifleman crosses over the terrain.

An M-TAC Rifleman (red) is attempting to shoot at several Pride Packwarriors (blue)

M-TAC RIFLEMAN

PRIDE PACKWARRIOR

PRIDE PACKWARRIOR

OBSCURED

A line between the Packwarrior and the M-TAC Rifleman crosses over the obstruction, but the Packwarrior is not in base contact with the terrain.

ASSET POINTS AND TACTICAL ASSETS

As the operation continues, teams can call in outside support to assist them. These are special effects called Tactical Assets - all players have access to a common set of four described in the Common Assets section of the Quick Reference card. Each mission also unlocks Tactical Assets for the player with that objective to use. These can be found on each mission card.

Tactical Assets are purchased using a resource called Asset Points (also referred to as AP). Asset Points are gained by using the CALL IN SUPPORT order (as described in the Field Officer orders section) or when the conditions are met as described in the Tactical Assets section of your objective card (typically when your units are incapacitated near your objective markers). Your Asset Points can be tracked using a dry erase marker on your objective card.



ASSET POINTS CAN BE MARKED HERE ON YOUR MISSION CARD.

ENDING THE ROUND

Once every unit has activated, the Victory Phase begins. Read your Mission Card to see if you score any VP during this phase, then the round ends. Trade the Initiative Tracker if necessary (as described in the Initiative

section), and clean up any tokens that are removed at the end of each round (see the Token Quick Reference card).

WINNING THE GAME

A player wins immediately if all their opponent's units are destroyed. Otherwise, track the Victory Points (VP) points you score during the round as described in the Mission Parameters section of your objective card (you can track VP scored using a dry erase marker on your mission card).

If, at the end of the Victory Phase either player has at least 10 VP and more than their opponent, they win the game! Most missions only score up to 4 VP each round, so this will typically take at least 3 rounds to accomplish.



VICTORY POINTS CAN BE MARKED HERE ON YOUR MISSION CARD.

WHERE TO GO NEXT?

Expand your game with new factions, units, missions, and upgrades, available at breachstorm.com/store.



New ways to play including multiplayer and solo/cooperative available at breachstorm.com/rules.



Learn more about the Quiet War for the Spur at breachstorm.com/universe.

ABILITY QUICK REFERENCE

COMMON ACTIONS

The common actions a unit can perform are listed on the left sidebar of the "abilities" section of their profile card.

NAME	COST	EFFECT
MOVE		Move up to your Mv value in inches.
ATTACK		Attack with one of your weapons, targeting an enemy in LOS and the range of that weapon.
ASSAULT		Move up to 3", then perform one melee attack.
STORM		Move up to 3", then perform one ranged or AOE attack.
INTERACT		Interact with a scenario element you are touching.
REFRESH		Regain one spent Psychokinetic point.

ABILITY ATTRIBUTES

Actions and orders will occasionally have these symbols listed with them which contribute additional rules.

ICON	NAME	EFFECT
	INTERRUPT	You can only use this ability in response to a specific trigger, but you can do so outside your activation.
	UNLIMITED	You can use this ability multiple times each round, paying its cost each time.
	PSYCHOKINETIC	This may interact with other abilities or special rules.

FIELD OFFICER ABILITIES

All Field Officers can use these abilities, even if they are not listed on their profile.

NAME	COST	EFFECT
COMMAND		Activate one Infantry within your Rad and assign its Command Modifier.
CALL IN SUPPORT		You gain 1 Asset Point

TOKEN QUICK REFERENCE

ICON	NAME	EFFECT	DISCARDED?	LIMIT?
	ACTION	Gained at the start of a unit's activation (based on the unit's ADT value) and used to pay the cost of most actions.	End of Round (or when spent)	None
	ORDER	Gained at the start of a unit's activation (based on the unit's ORD value) and spent to issue orders (such as COMMANDING infantry).	End of Round (or when spent)	None
	FURY	Can be spent to pay the cost of ASSAULT or melee attack actions.	When spent	None
	CONCENTRATE FIRE	Interacts with some special rules, such as CONCENTRATE FIRE.	End of Round	None
	CONCUSSION	The attacker can re-roll one die in their attack pool while targeting an assigned unit.	End of Round	One
	MARKER	Attacks against an assigned unit add +2 to the total of their result pool.	End of Round	One
	REND	Attacks against an assigned unit gain +2 damage.	End of Round	One
	ADAPTATION	Interact with some abilities or special rules (such as PRECARI COMBATSKIN).	Start of your activation (or when spent)	None
	SUPPRESSION	The distance each move an assigned unit performs travels 2" less.	End of your activation	One
	INFEST	When an assigned unit is destroyed, spawn one Epulex Larva friendly to the player that assigned the token.	When destroyed	One

ATTACK QUICK REFERENCE

ATTACK MODIFIERS

These can apply to certain hit levels of some weapons.

ICON	NAME	EFFECT
	ARMOR	The target cannot use the ARMOR () defense in response.
	CONCUSSION	Assign the target one Concussion token after the attack is resolved.
	IMPACT	Push the target 2" directly away. They cannot use Dodge () in response.
	INFEST	Assign the target one Infest token after the attack is resolved.
	MARKER	Assign the target one Marker token after the attack is resolved.
	PRECISE	Choose one of the target's defenses; it cannot be used in response.
	REND	Assign the target one Rend token after the attack is resolved.
	SUPPRESSION	Assign the target one Suppression token after the attack is resolved.

DEFENSES

The defender chooses one defense listed on their profile card to apply in response to each incoming attack.

ICON	NAME	EFFECT
	ARMOR (X)	Reduce the damage of the attack by (X), to a minimum of 1.
	DODGE	Push the defender 2" in any direction and reduce the damage of the attack by 1.
	RESIST	Halve the damage of the attack, rounding up (e.g. a 5 damage attack is halved to 3).
	RIPOSTE	Perform a melee attack targeting the attacker. For each hit level of the result, reduce the damage by 1, and inflict 1 damage on the attacker (Glance=1, Moderate=2, Critical=3).

ATTACK QUICK REFERENCE

ATTACK PROCEDURE

- CHOOSE WEAPON
- CHOOSE TARGET - Select an enemy in RNG and LOS
 - If the attack is an AOE, place a 30mm AOE marker in LOS and completely within range. All units within the AOE value and LOS from the marker from the are targets.
- MAKE ATTACK ROLL
 - Roll dice equal to the ADT value of the weapon, (subtracting one if the target is OBTSCURED).
 - Apply any modifiers to the attack pool, then remove the highest die if the target is IN COVER.
 - Choose any three remaining dice to be the RESULT POOL and apply any applicable modifiers to it.
 - Total the result pool together and subtract the target's Ev. If the result is equal to or higher than any of the numbers on the top of the weapon's damage track, the attack scores a hit at that level.
- APPLY ATTACK MODIFIERS (see flip side)
- APPLY DEFENSES (that are not from defenses)
- APPLY DEFENSES - the defender chooses and applies the effect of up to one Defense to the attack.
- DEAL DAMAGE - the damage value of the attack after all modifiers is marked off the defender's profile card.

WEAPON ATTRIBUTES

These are listed at the bottom of the profile of certain weapons, and apply to all attacks they make.

NAME	EFFECT
ASSASSINATE	The difference between the result pool total and Evade of the target is added to the damage of the attack (e.g. result of 11 against versus Ev 6 target adds +5 damage).
INDIRECT	The target or AOE marker of attacks do not need to be in Line of Sight.
RAPID FIRE	After each attack you can perform one additional attack (the second attack does not generate additional attacks).
SLOW	The unit may only perform one attack using this weapon each round.
BREACHING	Obstructions touching this weapon's AOE marker become BREACHED for the remainder of the game (your units can move through it so long as they do not end within it).

QUICK REFERENCE

TACOPS SETUP

1. **CHOOSE BOARD EDGES**
2. **DETERMINE INITIATIVE**
3. **SET UP MISSION ELEMENTS**
4. **TAKE TURNS SETTING UP TERRAIN** - Starting with Attacker place terrain not touching any Zone mission elements, 2+” away from each other or any other mission elements, 6+” away from all table edges.
5. **DEPLOY TEAMS** - Starting with Attacker each player places their entire team completely within 12” of their table edge.

TACOPS ROUND PROCEDURE

1. **START PHASE**
2. **UPKEEP PHASE**
3. **ACTIVATION PHASE** - Take turns activating units, starting with the player with Initiative. You must activate all your Field Officers before activating any of your Infantry.
4. **VICTORY PHASE** - Any Mission Parameters that score VPs are resolved, then if a player has at least 10 VP and more than their opponent they win the game.
5. **END PHASE** - Player that activated the last Field Officer (or any unit, if no Field Officers activated) gives the Initiative tracker to their opponent. Then resolve any effects that occur at the end of the round.

COMMON ASSETS

All players have access to the Tactical Assets below, in addition to any unlocked by objective cards. The cost of these assets is paid when they are used by deducting Asset Points from that player's pool.

NAME	COST	EFFECT
ADRENALINE RUSH	1 AP	Purchase as a free action during your unit's activation to push them up to 2”.
SECOND CHANCE	1 AP	Purchase during the Modify Attack Pool step of your attack to reroll the attack pool.
CONCENTRATE	1 AP	Purchase during the Modify Result Pool step of an attack to add d3 to the result pool.
COMMAND IMPERATIVE	1 AP	Purchase when an Infantry unit activates without being COMMANDED to count it as being COMMANDED (so it gains its Command Modifier Action tokens).

ATTACK QUICK REFERENCE

ATTACK PROCEDURE

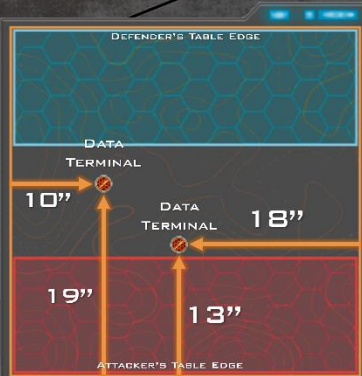
1. **CHOOSE WEAPON**
2. **CHOOSE TARGET** - Select an enemy in **RNG** and **LOS**
 - a. If the attack is an AOE, place a 30mm AOE marker in **LOS** and completely within range. All units within the **AOE** value and **LOS** from the marker from the are targets.
3. **MAKE ATTACK ROLL**
 - a. Roll dice equal to the **AOE** value of the weapon, (subtracting one if the target is **OBSCURED**).
 - b. Apply any modifiers to the attack pool, then remove the highest die if the target is **IN COVER**.
 - c. Choose any three remaining dice to be the **RESULT POOL** and apply any applicable modifiers to it.
 - d. Total the result pool together and subtract the target's **EV**. If the result is equal to or higher than any of the numbers on the top of the weapon's damage track, the attack scores a hit at that level.
4. **APPLY ATTACK MODIFIERS** (see flip side)
5. **APPLY DAMAGE MODIFIERS** (that are not from defenses)
6. **APPLY DEFENSES** - the defender chooses and applies the effect of up to one Defense to the attack.
7. **DEAL DAMAGE** - the damage value of the attack after all modifiers is marked off the defender's profile card.

WEAPON ATTRIBUTES

These are listed at the bottom of the profile of certain weapons, and apply to all attacks they make.

NAME	EFFECT
ASSASSINATE	The difference between the result pool total and Evade of the target is added to the damage of the attack (e.g. result of 11 against versus Ev 6 target adds +5 damage).
INDIRECT	The target or AOE marker of attacks do not need to be in Line of Sight.
RAPID FIRE	After each attack you can perform one additional attack (the second attack does not generate additional attacks).
SLOW	The unit may only perform one attack using this weapon each round.
BREACHING	Obstructions touching this weapon's AOE marker become BREACHED for the remainder of the game (your units can move through it so long as they do not end within it).

DATA SABOTAGE



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.

DATA SABOTAGE

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:

COPY 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 ().

DATA SECURITY

VP

DATA SECURITY

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 Unsecure. All units can interact with your Data Terminals. When your units do so, that Data Terminal is no longer Unsecure 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:

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 one or more of your Data Terminals gain +1 Acc.