

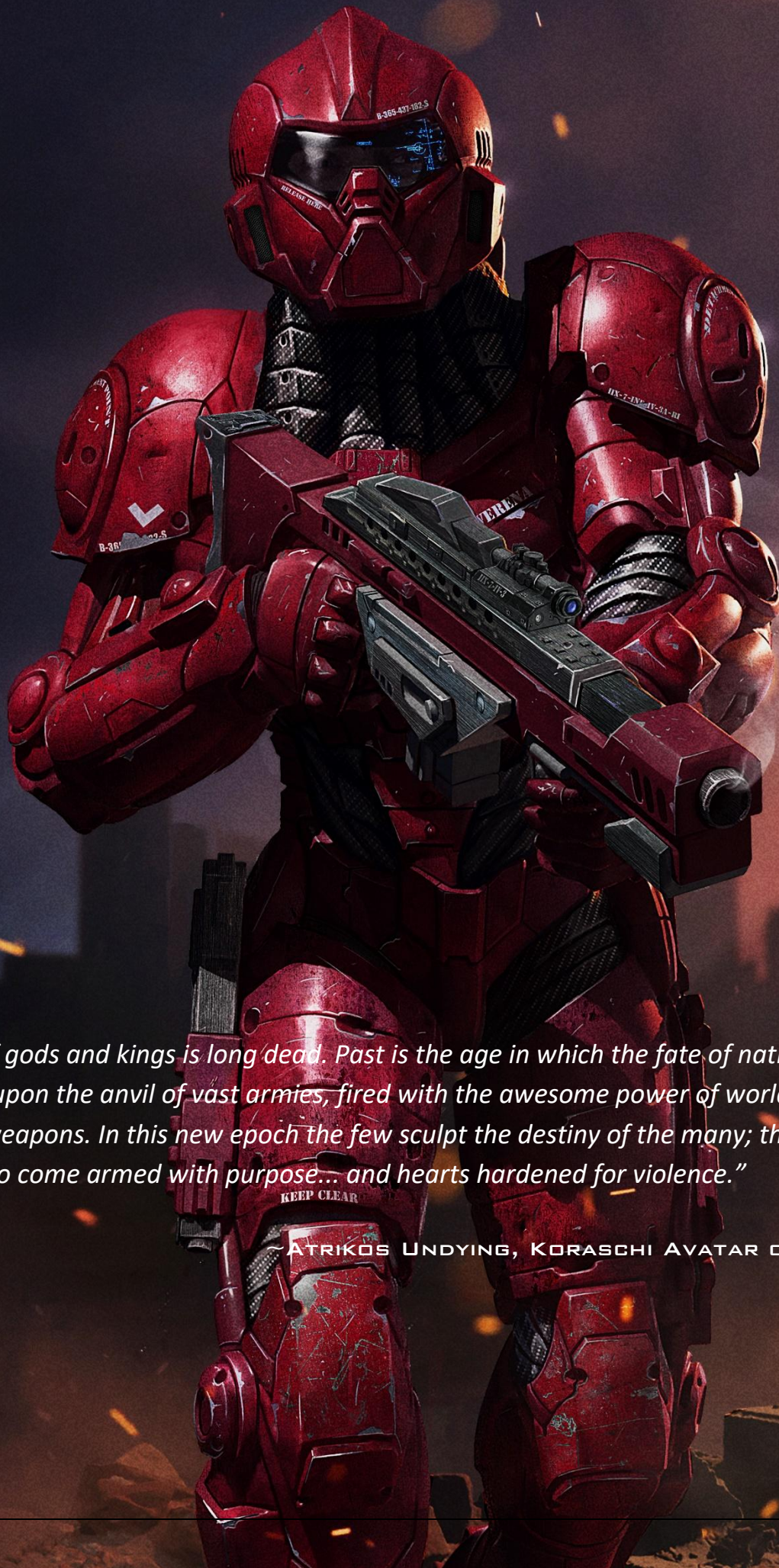


BREACHSTORM®

TACTICAL SCI-FI MINIATURE GAME

CORE RULES

VERSION 1.1



"The time of gods and kings is long dead. Past is the age in which the fate of nations was forged upon the anvil of vast armies, fired with the awesome power of world-shattering weapons. In this new epoch the few sculpt the destiny of the many; those elite few who come armed with purpose... and hearts hardened for violence."

~ ATRIKOS UNDYING, KORASCHI AVATAR OF WAR

INTRODUCTION

It is a far-off future, an epoch so removed 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 Orion Spur. With exploration came both discovery and 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 felinoid 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; once able to scour entire star systems clean of life but now 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 a science-fiction miniature game for one or more players set in a distant future in which conflict between interstellar factions locked in a state of cold-war are conducted by small teams of covert operatives.

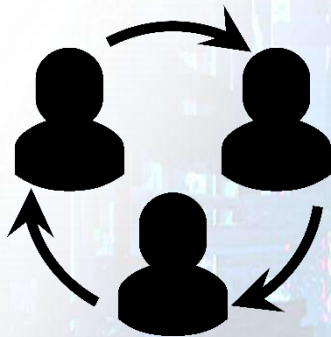
The troops a player controls in Breachstorm are known as a team, and are composed of two types of units; Infantry and Field Officers. Infantry are inexpensive and effective in numbers, while Field Officers command and support the infantry around them.

THREE MODES OF PLAY



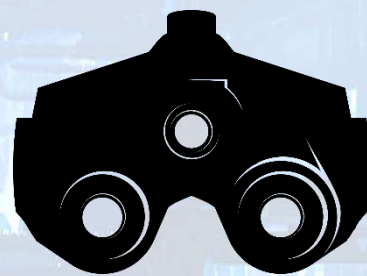
TACTICAL OPS

Tight, competitive 1-v-1 gameplay over asymmetric, narratively inspired objectives.



CYCLIC OPS

Zany and hectic free-for-all action over shared objectives for 3-4 players.



COVERT OPS

Story-driven, cooperative missions and ongoing campaigns for 1 or more players.

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SECTION 1 - CORE CONCEPTS

1.1 - READING THE RULES

The Breachstorm rules are pretty meta, so they have rules just governing how the rules work.

Rules to play the Breachstorm miniature game are found in four places: this document, unit profiles, objective profiles and upgrade profiles. All these rules work together and all four are necessary to play Breachstorm. The rules in this document are the core rules. All other rules are profile rules. If there is a conflict, profile rules supersede the core rules.

Italicized text (*like this, for example*), whether in the core rules or profile rules, denotes tips, examples, flavor text, and designer notes; these may will help you correctly interpret the rules, but are not themselves rules. Quick start and quick reference materials are also treated this way.

Any use of you refers to the player who controls the unit, ability or effect in question.

1.1A - STACKING EFFECTS

Unless otherwise specified, multiple instances of abilities or special rules with the same name will not stack (*only one instance of the effect will apply*).

1.1B - SIMULTANEOUS EFFECTS

If multiple rules would be used or resolved simultaneously; unless otherwise specified, the player with Initiative (see Section 3.2a) chooses the order in which they must be used or resolved.

1.2 - GAME ELEMENTS

All markers, templates, and units in Breachstorm are collectively called game elements. The horizontal area of a game element affects play, but its height does not.

1.2A - GAME ELEMENT SIZES

Units and markers will typically have a numerical size characteristic; such as size-30 or size-40. This is the diameter in millimeters of that game element. For units, this will be a statistic listed on their profile card (*see Section 2*).

1.2B - MARKERS

Some effects (*such as AOE attacks, see Section 4*) may call for a marker to be placed. A marker is a circular game element, and once placed markers only serve to measure distances for effects and may be overlapped by units.

1.3 - THE GAME BOARD

Breachstorm is played on a 36" by 36" (3'x3') square board referred to as the combat zone. All game elements in play must always remain completely within the combat zone during play.

Units cannot leave the combat zone. If a reposition would cause any unit to leave the combat zone, instead that reposition ends it on its last legal position closest to the edge along the path of that reposition.

Areas of the combat zone not covered by terrain templates do not have any special rules.

1.4 - MEASURING DISTANCES

Distances in Breachstorm are measured in inches ("). Always measure distances to and from the points of game elements closest to each other, or the point on the combat zone to which they are measuring.

Either player may measure distances at any time and may place markers or tokens to mark distances during their turn, but must remove them during other player's turns at the request of the active player.

A game element is within a stated distance of another game element if any part of the game element to which you are measuring is inside the stated distance from the other game element. A game element may also be referred to as being within an area or zone if it is overlapping that area or zone.

When a game element is completely within a stated distance of another game element, all parts of the game element to which you are measuring is inside the stated distance of the other game element.

A game element is base to base or in base contact with another game element when they are touching but not overlapping.

A game element is touching another game element when they are either base to base or overlapping.

1.5 - ROLLING DICE

Some actions in Breachstorm are resolved by rolling a six-sided die (d6). The rules sometimes abbreviate multiple dice as #d6, where # is the number of dice.

In some cases, you will be called upon to roll a three-sided die (d3). This can be done by dividing the result of a d6 roll by 2 and rounding up.

1.6 - REPOSITIONS

The position of game elements can be changed during play in three different ways: push, move, or place. If the game element is repositioned "up to" a distance, you can stop repositioning it at any point before the maximum listed distance, but you must stop repositioning it at the maximum listed distance.

Once a reposition has been completed, it is considered to have been "ended".

1.6A - PUSH

When you start a push, choose a direction, and slide the game element being pushed in that direction. You cannot change the direction that the game element travels during a push (*pushes always reposition elements in perfectly straight lines*).

The push also ends if the game element would overlap another unit, obstructing, impeding, or low terrain. However, a game element may push while base to base with such game elements; it will simply travel 0" if repositioning in a direction that would cause it to overlap those obstacles.

1.6B - MOVE

When you start a move, choose a direction, and slide the moving game element in that direction. At any time during this move, you can stop sliding the game element, choose a new direction, and begin sliding the

game element in that direction. You can change the direction of the game element any number of times, but each slide must be in a straight line.

You can stop sliding it at any point before its maximum listed distance, but you must stop sliding it at its maximum listed distance.

A moving game element must end its move if it would overlap an enemy unit, obstructing, or impeding terrain. In contrast, a game element can overlap a friendly unit or low terrain during its Move, but it cannot end its Move overlapping a friendly unit or low terrain (see Section 5 for full terrain rules).

1.6C - PLACE

A place repositions a game element within the combat zone without sliding it.

When you place a game element that is already in the combat zone, pick it up and then set it back down at a new point on the combat zone within or completely within, as listed, the specified area. A game element being set up in the combat zone is also considered to be placed. If space does not exist for the game element to be set up in this way then the place cannot be executed, and the game element is returned to its original position.

You cannot place a unit overlapping other units, obstructing or low terrain. If a game element is required to be placed in a specific position at which it cannot legally be placed, it must be displaced. When a game element that is being placed from a position on the combat zone is displaced; it is instead placed at the legal position that is closest to both its starting and ending positions. If a game element is displaced at any other time (such as when being deployed or otherwise set up), it is placed as close as possible to required position. If a unit is displaced while repositioning, that reposition is considered to have ended after the final position has been determined.

1.6E - REPOSITION DIRECTIONS

Some rules specify the direction of a reposition.

When a reposition states that a game element must travel directly towards or directly away in relation to another game element, that reposition must take place such that the game element travels along the most direct line to the closest point of other game element in the specified direction (towards or away).

When a reposition states that a game element must travel towards or away in relation to another game element, the distance between the travelling game element and the other game element simply needs to be increasing (in the case of towards) or decreasing (in the case of away) during that reposition.

1.7 - LINE OF SIGHT

Line of Sight (also referred to as LOS) is an unbroken line from any point on a unit to a game element or a point on the combat zone. A unit has LOS to another game element or to

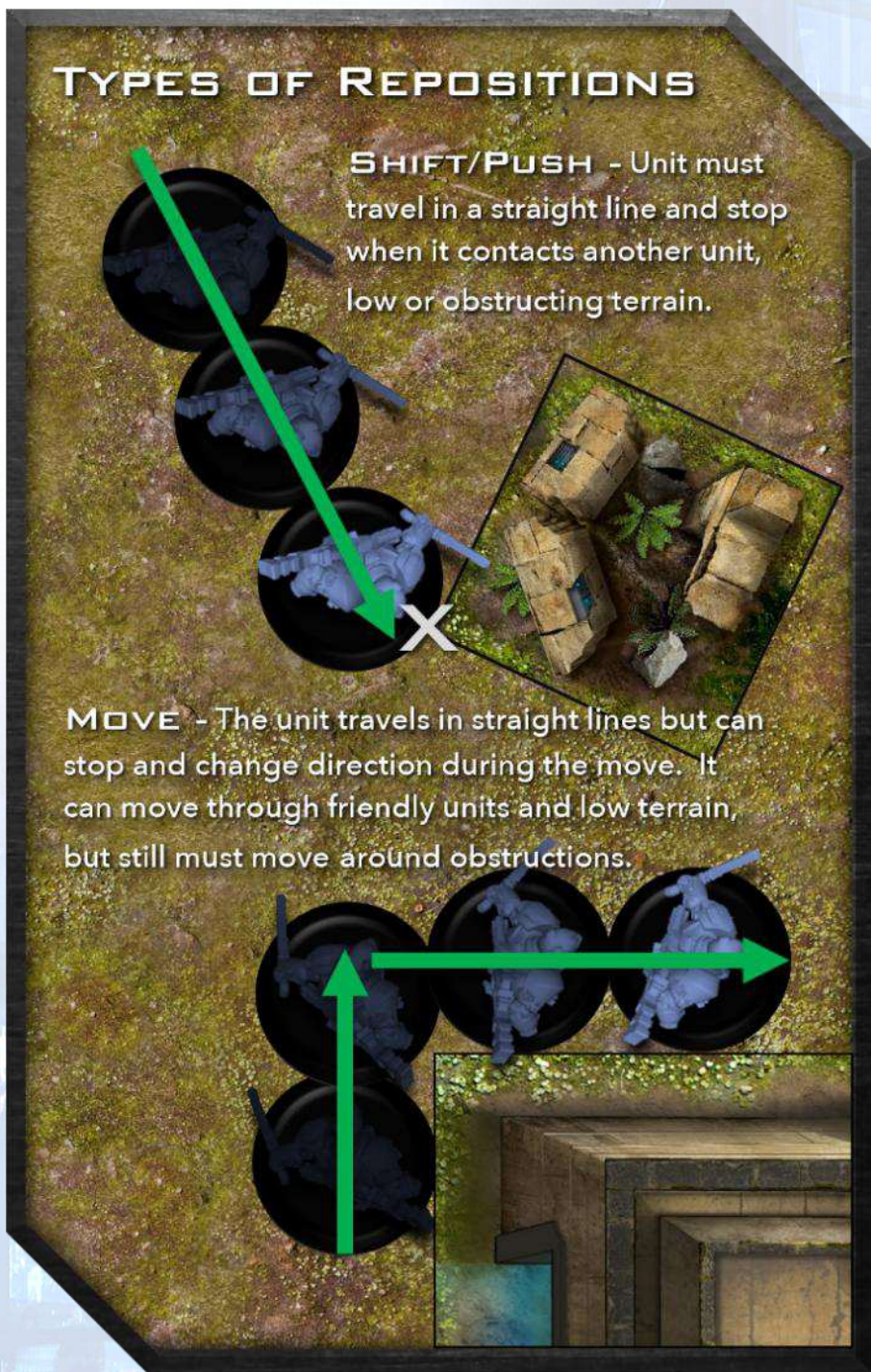
a point on the combat zone if a straight line can be traced from the origin (the game element from which LOS is being drawn) to the destination (the point or game element to which LOS is being drawn) without overlapping an enemy unit or a terrain feature that blocks LOS.

Tip: This means friendly units can ignore each other when determining LOS.

When you are tracing LOS to a unit, an enemy unit does not block LOS if its Size is smaller than the destination unit.

Obscuring Terrain blocks LOS if traced between two game elements that are not within it. However, Obscuring Terrain does not block LOS if either the origin or destination are within it.

Tip: If a unit touches obscuring terrain it can see and be seen through it; but obscuring terrain blocks LOS to and from units outside it.



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

PRIDE PACKWARRIOR

M-TAC RIFLEMAN

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.

PRIDE PACKLEADER

ADVANCED LINE OF SIGHT

A Pride Packleader (blue) is attempting to draw his line of sight to several HWC units (red).

FRIENDLY UNITS ARE IGNORED

The Packleader has line of sight to Rifleman because his friendly units are ignored for LOS purposes.

PRIDE PACKWARRIOR

TITAN BATTLESUIT
(SIZE 40)

M-TAC RIFLEMAN
(SIZE 30)

SMALLER UNITS ARE IGNORED

The Packleader has line of sight to TITAN Battlesuit because the intervening enemy unit (Size 30) is smaller than the Battlesuit (Size 40) and as such is ignored.

Note that the reverse is not true (larger units do not ignore smaller).

PRIDE PACKLEADER

PRIDE PACKWARRIOR

SECTION 2 – UNITS

2.1 – WHAT ARE UNITS?

The figures used in Breachstorm are referred to as units. Each unit has a matching profile card that includes its rules of play. Field Officer and Infantry units (see section 2.2) may also be referred to as **troopers**. All the units a player controls are referred to as that player's team.

Units are always mounted on a base that is used to measure distances and determine Line of Sight to and from that unit (*the miniature on top of the base is ignored for gameplay purposes*). A unit cannot overlap a

friendly unit except while performing a Move (see Section 1.6b), and a unit cannot overlap with an enemy unit at any time.

Units that belong to the same team consider one another **friendly** units. Units consider other units that do not belong to their team **enemy** units.

Units that are members of a team's faction (see Section 8.2) are referred to as **regulars**. Units with the **Contractor** supertype (*mercenaries that all factions can recruit*) are referred to as contractors, and are never considered regulars, except to other contractor units.

2.2– ANATOMY OF A UNIT PROFILE

1. UNIT NAME - The title of the unit. This may be referenced in other rules, but only effects that list the unit's entire name affect it.

2. SUPERTYPE AND SUBTYPES - The phrase before the / in this section is the unit's supertype and determines whether the unit functions as an Infantry or Field Officer, and whether it is a Contractor. Phrases listed after the / are the unit's subtype and do not themselves contribute rules, but instead alter how the unit may interact with other rules or units.

Units with a subtype that is in brackets (*like [this] for example*) are **unique** and a team may only include one unit with that subtype.

3. FACTION - This unit may only be played in teams with the matching faction symbol.

4. VERSION NUMBER - This value will be updated if the profile is altered or updated. The highest version number hosted on breachstorm.com/rules is the most recent and should be used.

5. COST - The amount of requisition this unit costs to add to a team. If multiple of the same units are purchased, the cost is added individually for each.

6. DAMAGE VALUE - The number of boxes listed here is the Damage value of the unit. These boxes may be filled in to track how much damage the unit has received (see Section 4.7).

7. UPGRADE ICONS - Each grey arrow icon () in this area represents one upgrade slot. Upgrade slots with symbols inside may house either generic upgrades or upgrades with matching symbols, while upgrade slots with no symbols may only house generic upgrades (see Section 7.5).

8. WEAPONS - The profiles for the weapons this unit may use while making attacks are listed here. The type of weapon is indicated by the ranged attack (🔫), melee attack (🗡️) or AOE attack (🌪️) icons.

The three, colored columns list the **Glancing** (yellow), **Moderate** (orange) and **Critical** (red) hit levels for that weapon. The number on the top line lists the target number for that level, while the bottom-line lists how much damage a hit at that level will inflict on the target.

9. SPECIAL WEAPON ATTRIBUTES - This area lists rules that are specific to that weapon (*the full rules for each can be found in Section 4.5*).

10. UNIT STATLINE - This section lists the following stats: **Move** (Mv), **Evade** (Ev), **Actions** (Act), **Starting Action Pool** (the number before the "/"), and **Command Modifier** (the +X number after the "/"), **Size** (Sz) and **Cost**. Field Officers will also have their **Order** (Ord) and **Command Radius** (Rad) values listed here.

11. DEFENSES - Each icon listed here is a defense that the unit may use in response to an attack (*see Section 4.6*).

12. SPECIAL ABILITIES AND COST - Here are listed any special abilities the unit can perform, with their cost listed as an icon to the left of the ability name representing the type of token or resource it costs to perform that action (*as described in Section 3.4*).

13. SPECIAL RULES - The rules listed here are passive effects that alter how the unit functions in play.

14. SPECIAL ABILITY ATTRIBUTES - These icons represent special rules that pertain to the ability, the rules for which can be found in Section 3.4b.

15. COMMON ACTIONS - The common actions a unit may perform are listed down the sidebar here (*the full rules for each of these actions are found in Section 3.4d*).

16. REMINDER TEXT - Many cards will have italicized text to explain or highlight rules interactions. As with all italicized text, this does not constitute rules.

2.3 - TYPES OF UNITS

Trooper units are divided into two distinct types; Infantry, and Field Officers, defined by the supertype found on their profile.

2.3A - INFANTRY

Infantry form the majority of Breachstorm teams but are less effective when used without the support of Field Officers.

Infantry profiles include a Command Modifier to their Action (Act) stat. This modifies their Action value when they are Commanded by a Field Officer (*see Section 3.4e*).

When a player chooses a unit to activate at the start of their turn, they cannot choose to activate an Infantry unit unless they have no unactivated Field Officer units.

2.3B - FIELD OFFICERS

Field Officers represent battlefield commanders, skilled warriors, and powerful champions that act as the focal point of Breachstorm teams. Typical teams include 2-3 field officers.

Units with the Field Officer type are designated by a chevron next to the unit name on their profile. Their statline will also include an Order (Ord) value that indicates the number of Orders they are assigned when they activate, and a Command Radius (Rad).

Units within a distance equal to a Field Officer's Rad value in inches are within Rad of that Field Officer.

When a player chooses a unit to activate at the start of their turn, they must choose a Field Officer if they have one or more that are unactivated (*see Section 3*).

2.3C - UNIT SUBTYPES

The subtypes on a unit's profile are keywords that may modify how they interact with other rules.

Units with a subtype that is in brackets (*like [this] for example*) are **unique** and impose additional restrictions during team construction (*see Section 7*).

Some effects (*such as missions or objective cards*) may temporarily apply new subtypes to a unit. In the cases where such a subtype is composed of multiple keywords, each is considered separately (**for example**; a unit with the 'Intelligence Carrier' subtype applied to it by an objective card are affected by rules that reference either 'Intelligence Carrier' or simply 'Carrier').

2.4 - SPECIAL RULES

Special rules are passive effects that alter how a unit functions within the game. While most special rules are always in effect, some wait for specific triggers.

2.4A - "AT ANY TIME" SPECIAL RULES

The controlling player can decide to use an "at any time" rule even to interrupt the normal procedure of an attack or ability.

2.4B - ENHANCEMENTS

Enhancements are unique special rules that can be turned on and off. Unlike other special rules, enhancements are not automatically in effect unless they are active. While an enhancement is not active it is considered inactive and its special rules are ignored. When an inactive enhancement is activated, it becomes active. Likewise when an active enhancement is deactivated, it becomes inactive.

Enhancements that a unit has are denoted by the enhancement icon which appears as a blue square (■). Each special rule listed beside an enhancement icon is a separate Enhancement.

Tip: Enhancement icons can be used as a "check box" to note on the card whether it's active or inactive by marking it up. They may also be found elsewhere on the card for easy reference.



SECTION 3 – GAME STRUCTURE

3.1 – SETTING UP A GAME

A game of Breachstorm is played using one of three game formats; Tactical Ops (or TacOps, competitive 1-versus-1 gameplay), Cyclic Ops (or CyclOps, competitive multiplayer play for 3-4 players) or Covert Ops (CoOps, narrative games for 1-4 players acting cooperatively). Before a game begins, all participating players agree on which mode the game will use. Refer to the rules for each mode in the individual rules addendums found at the end of this document.

Each game mode lists a setup procedure to use for games using that mode and may have special rules for determining Initiative (see Section 3.2a) or modify how game rounds progress.

3.2 - GAME ROUNDS

Once all the steps listed in the game setup procedure outlined in the rules for the game mode are complete, the game begins! A game of Breachstorm is divided into rounds, that are further divided into phases. During the Activation Phase of a game, players take turns during which they will activate their units.

Effects that occur at the beginning of a phase must be resolved before all other effects that occur in that phase, and effects that occur at the end of a phase must be resolved after all other effects in that phase. If this would cause multiple effects to occur simultaneously, the player with Initiative determines the order in which they resolve (see Section 3.2a below).

3.2A INITIATIVE

One player (or group of players in the case of Covert Ops games, see Addendum 3) will have Initiative during the game, which is tracked by giving that player the Initiative Tracker (pictured right). Depending on the game format the player with Initiative dictates some of the setup procedure and always takes the first turn each Activation Phase (see section 3.2).



INITIATIVE
TRACKER

3.2B ROUND PROCEDURE

Each round of the game is broken down into the following sequence:

1. START PHASE

Beginning with the player that has Initiative, resolve all effects, and make any decisions that occur at the start of the round.

2. UPKEEP PHASE

Resolve effects that occur during the Upkeep Phase now.

3. ACTIVATION PHASE

Starting with the player that has Initiative, players take turns during which they activate their units according to the procedure below. If all the units on a player's team are ever destroyed during this phase, that player loses immediately.

TURN PROCEDURE

The player taking the turn becomes the active player. After resolving any effects that occur at the start of their turn, the active player chooses one unit from their team to activate for that turn. A player must have activated all their Field Officers before choosing to activate any of their Infantry in this way.

If a player has no units they can activate, they must instead pass (unless otherwise specified, players cannot voluntarily pass). Once all players pass, the Activation phase ends.

4. VICTORY PHASE

During this phase, players will score Victory Points (also referred to as VPs) and resolve victory conditions based on the game mode and mission they are playing. At the beginning of this phase, any mission parameters that score in the victory phase are resolved simultaneously. Then at the end of this phase, a winner is determined (if applicable).

5. END PHASE

Resolve all tokens and effects that occur at the end of a round, then the Initiative tracker is passed (if applicable, based on the game format).

Once all these steps are completed, the round ends and the next round begins. Continue this process until one player wins the game.

3.3 - ACTIVATING A UNIT

Units that have not been activated yet each round are considered unactivated. During a unit's activation they are considered active. Once their activation is complete they are considered deactivated.

Whenever a unit is activated, assign it Action tokens (▲) equal to its Starting Action Pool (Act value). If it is a Field Officer, also assign it Order (●) tokens equal to its Order value (Ord value).

After it is assigned tokens, the unit may then use abilities as described in Section 3.4 - Abilities.

A unit's activation ends when its controlling player chooses but cannot end while it is performing an ability. Not all of a unit's assigned Action or Order tokens need to be spent before its Activation is ended.

3.4 - ABILITIES

While activated, a unit can use its abilities. Orders are abilities that cost Order tokens (●) to perform and can only be issued by Field Officers. Abilities that cost other resources are referred to as actions (the cost of actions is typically action tokens, but some units can use other tokens to pay the cost as described in the specific ability).

When you use a unit's ability, follow its instructions as described below. You must completely resolve an ability before using another ability. You can only use a unit's abilities during its activation, except for Interrupt abilities (✋) (see Section 3.4b)

Each unit can only use each ability once per round, unless the ability is Unlimited (∞), even if another effect would give the unit multiple of the same ability.

3.4A – RESOLVING ABILITIES

When you use an ability, follow the below procedure:

1. CHOOSE ABILITY

Select an action or Order listed on the unit’s profile.

2. PAY COST

Spend tokens or PKP assigned to the unit equal to the cost of the chosen ability. The cost of the ability will list the icons of tokens that can be spent to pay the cost of that ability (see Section 2.2). See Section 8 for a list of token icons.

Some situations allow units to perform free actions. A free action may be performed any time during a unit’s activation it could perform a normal action. Such actions do not have a cost that needs to be paid. Unless otherwise specified the same free action may not be performed more than once by a unit during an activation (actions with their cost replaced with **FREE** are also considered free actions).

3. CHOOSE TARGET

If necessary, choose a target or place a marker, as described.

4. RESOLVE ABILITY

Resolve the ability’s effect or effects in the order described.

5. FINISH

If the ability was an action it is considered to have been performed. If the ability was an Order it is considered to have been issued. Resolve any Interrupts or effects that trigger on these conditions.

3.4B - ABILITY ATTRIBUTES

Some abilities feature special attributes that are denoted by icons listed underneath their profile, which describe special rules pertaining to that ability:



INTERRUPT

Unlike other abilities, interrupt abilities (or **interrupts**) can’t normally be used during a unit’s activation. Instead, these abilities will specify certain conditions under which the ability is triggered and may be used.

Such abilities may interrupt the normal ability or attack procedure. If the interrupt occurs during a unit’s activation, once the ability and all further Interrupts are completed, the unit’s activation resumes as normal.

If resolving an Interrupt triggers further interrupts, resolve these interrupts in the reverse order of their triggering. A single unit may only respond to a trigger with a single interrupt, and if an interrupt is unlimited it may only be performed once in response to each triggering event.

If a trigger meets the conditions for the Interrupt abilities of multiple units, follow the below procedure in place of the normal actions procedure:

1. ACTIVE PLAYER DECLARES INTERRUPTS

The active player declares all interrupt abilities they wish to use in response to the triggering event.

2. OPPONENTS DECLARE INTERRUPTS

The active player’s opponents declare all interrupt actions they intend to use in response to the triggering event, in order of initiative. In Cyclic Operation games, this is done in a clockwise rotation from the active player.

3. PAY COSTS

Pay the cost of each declared interrupt ability by spending the appropriate tokens, as explained in the “Pay Cost” step.

4. RESOLVE ACTIVE PLAYER INTERRUPTS

Following steps 3-5 of the procedure in Section 4.3, resolve each of the active player’s declared interrupts in the order they choose.

5. RESOLVE OPPONENT PLAYER INTERRUPTS

Following steps 3-5 of the procedure in Section 4.3, resolve each of the non-active player’s declared interrupts in the order in which they were declared.

Once this procedure is complete, the game resumes as normal.



UNLIMITED

This ability may be used multiple times each round, spending the Cost each time.



PSYCHOKINETIC

See Section 3.4 “Psychokinetic Actions and Points”.

3.4C - CANCELING ABILITIES

When an ability is canceled by an ability or special rule, stop resolving the ability immediately.

A canceled ability is not considered to have been issued or performed, but its cost remains spent if it was canceled after its “Pay Cost” step. A canceled ability may still be attempted again by paying its cost as normal.

3.4D - COMMON AND SPECIAL ACTIONS

All the actions a unit may perform are listed on their profile, and their full rules are included here. Special actions are unique to that unit and their rules are listed in the unit’s profile.

Below are the rules for all common actions:

MOVE ∞

This unit performs a move up to its Mv value in inches.

ATTACK ∞

This unit performs a single attack with one of its weapons as described in Section 5.

ASSAULT

This unit moves up to 3” then can perform a melee attack.

STORM

This unit moves up to 3” then can perform a ranged or AOE attack.

INTERACT

This unit interacts with one target mission element it is touching. Objective cards and/or mission rules will specify which scenario or game elements can be interacted with and the effects of doing so.

REFRESH

Refresh one of this unit’s PKP (see Section 4.4a – Spending Psychokinetic Points).

3.4E – FIELD OFFICER ABILITIES

While it is not listed in their profiles, all Field Officers have access to two special orders that they may issue; Command and Call in Support.

COMMAND ∞

Target one unactivated friendly Infantry within Rad. The target is considered to have been commanded by this unit and it immediately activates.

When the Commanded unit is assigned Action tokens (▲) equal to its Starting Action Pool, also assign it Action tokens equal to its Command Modifier.

This Field Officer may not use abilities or end its activation during the commanded unit's activation, but this Field Officer's activation is not considered to have ended during the Commanded unit's activation. After the Commanded unit's activation is complete, the Field Officer resumes their activation as normal.

CALL IN SUPPORT

This unit's controlling player gains 1 Asset Point.

3.4 - PSYCHOKINETIC ACTIONS AND POINTS

Psychokinetic actions are special abilities whose cost is typically paid in **Psychokinetic points** (also referred to as **PKP**). Otherwise these actions are performed in exactly the same manner as other abilities.

The number of PKP a unit has available to them is indicated by circles (●) on the front of their profile, near the damage track. Each circle represents one PKP.

3.4A - SPENDING PSYCHOKINETIC POINTS

When a PKP is spent you can fill in one PKP circle to indicate the point has been spent. Spent PKP may not be spent again until they are refreshed (such as by using the Refresh action described in Section 3.4d).

Tip: PKP icons can be marked off or filled in on the unit's card to denote that they have been spent; then the mark can be erased when the point is refreshed and may be spent again.



SECTION 4 - MAKING ATTACKS

4.1 - ATTACKER, TARGET, AND ORIGIN

A unit performing an attack is considered to be the attacker. A unit receiving an attack is considered the target of that attack until the attack is resolved. AOE attacks can have multiple targets.

For melee or ranged attacks, the unit performing the attack is the attack's origin. For AOE attacks, the AOE marker of the attack is the attack's origin (*this can be relevant for determining whether the target of an attack benefits from cover or other terrain effects*).

4.2 - ATTACK PROCEDURE

When a unit performs an attack, follow the below procedure.

1. CHOOSE WEAPON

Choose a weapon listed in the unit's profile to be the weapon used for that attack.

- If a ranged weapon is chosen then the attack is a ranged attack. If a melee weapon is chosen then the attack is a melee attack. If an AOE attack is chosen then the attack is an AOE attack.
- Ranged or AOE weapons cannot be chosen if the attacker is within an enemy's Engagement Zone (see section 4.3).
- If the attack being performed must be of a certain type (ranged, melee or AOE), a weapon of the corresponding type must be chosen. If that weapon cannot be chosen (*because the attacker is engaged, for example*), the attack sequence ends.

2. CHOOSE TARGET

If the attack is a ranged or melee attack, choose an enemy unit within LOS of the attacking unit and within the range (RNG) stat of the weapon (*found in its weapon profile, see Section 2.2*) to be the target of the attack.

If the attack is an AOE attack, place a size-30 AOE marker anywhere on the board completely within the chosen weapon's RNG value and within the attacking unit's Line of Sight.

DETERMINING AOE TARGETS

If the attack is an AOE attack, units within a distance of the AOE marker equal to the AOE value of the weapon, and to which the AOE marker could draw LOS as if it were a unit (ignoring Obscuring Terrain) are considered targets of the attack. Resolve all other steps of the attack individually for each target, in the order chosen by the attacking unit's controlling player.

Friendly units that would become targets of the attack suffer damage equal to the Glancing Hit level of the chosen weapon instead of such resolving attacks targeting them (*do not apply attack modifiers or defenses*).

3. MAKE ATTACK ROLL

A. ROLL ATTACK POOL

Roll a number of d6 equal to the Acc value of the chosen weapon (also referred to as that attack's Acc value), including any modifiers (*such as obscurement*). These dice are referred to as the attack pool.

B. MODIFY ATTACK POOL

Resolve any effects that modify or reroll the dice in the attack pool in the following order:

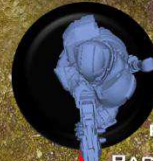
- Reroll Attack Pool:** Apply any effects that reroll dice in the attack pool (*such as the Second Chance tactical asset or Concussion token effect*).
- Apply Cover Penalty:** If the target is benefitting from cover, remove the highest rolled d6 from the attack pool.

MAKING ATTACK ROLLS

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

ROLL ATTACK POOL

Acc 4=roll 4 dice



PRIDE
PACKLEADER

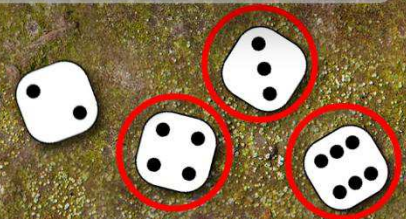


CHOOSE RESULT POOL

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



M-TAC
RIFLEMAN
(Evade 6)



Sum=13

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

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.

C. SELECT RESULT POOL

Select three dice in the attack pool. The selected dice form the result pool. If three dice cannot be chosen because the attack pool is too small, all dice are chosen instead.

D. MODIFY RESULT POOL

Add dice to the result pool, re-roll dice in the result pool (in the order chosen by the attacking player), then subtract dice from the result pool as directed by any modifiers or special rules (*such as the benefit of cover*).

E. DETERMINE HIT LEVEL

Add together the results of all dice in the result pool alongside any modifiers and then subtract the target's Ev value. The resulting number is the result sum.

- I. Find the value in the top row of the chosen weapon's damage track that includes the result sum; the corresponding column is the attack's hit level; either **glancing** (yellow), **moderate** (orange), or **critical** (red).
- II. If the result sum is not included in any of the weapon's hit levels in the weapon's damage track, the attack is a miss and the attack procedure ends immediately.
- III. Otherwise, the attack is a hit

F. APPLY ATTACK MODIFIERS

Determine which of the attack's attack modifiers will apply and resolve their effects if necessary. Note that some attack modifiers apply an effect after the attack is resolved; these are determined whether they apply at this step and will be resolved after the attack procedure is complete.

G. APPLY DAMAGE MODIFIERS

Apply the effects of any modifiers (such as *Rend* tokens, for example) that change the damage of the attack to damage value of the attack's hit level. (Note that effects of defenses that reduce damage are not applied until Step 7).

4. APPLY DEFENSES

The target chooses one and only one of the defenses listed in its profile to apply to the attack. Unless otherwise specified modifiers to the amount of damage are applied first, then other effects of the defense are resolved.

5. DEAL DAMAGE

The attacker deals damage to the defender equal to the Dam value of the attack's Hit Level after modifiers have been applied.

4.2A - IN COVER AND OBSCURED

Cover and obscurement are terrain effects that alter the results of Ranged and AOE attack rolls, but not Melee attack rolls.

A unit is in **cover** (also referred to as **benefitting from cover**) when it is touching an obstructing or low terrain template, is the target of a ranged or AOE attack, and if any line drawn between it and the attack's origin travels over the obstructing or low terrain template with which the target is base to base.

An attack targeting a unit that is in cover removes the die with the highest result from the result pool (or a die that is tied for the highest result) during its Modify Result Pool step.

A unit is **obscured** (also referred to as **benefitting from obscurement**) when it is the target of a ranged or AOE attack and any line drawn between it and the attack's point of origin travels over an obstructing or low terrain template. A unit is also obscured when it is the target of a ranged attack and is within the area of obscuring terrain.

An attack suffers -1 Acc while the target is obscured.

A unit performing a ranged attack while base to base with an obstructing or low terrain template ignores that template when determining whether the target is in cover or obscured, unless the target is touching with the same template.

If a unit would benefit from both cover and obscurement, it benefits only from cover. A unit never benefits from multiple sources of cover or obscurement.

To summarize; a unit gets cover when it is behind obstructing or low terrain that it is touching.

A unit gets obscurement when it is behind obstructing or low terrain that it is not touching or is completely within the area of obscuring terrain. AOE attacks aren't obscured by obscuring terrain. A unit never benefits from both.

IN COVER VS. OBSCURED

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

M-TAC RIFLEMAN

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.

PRIDE PACKWARRIOR

PRIDE PACKWARRIOR

OBSCURED

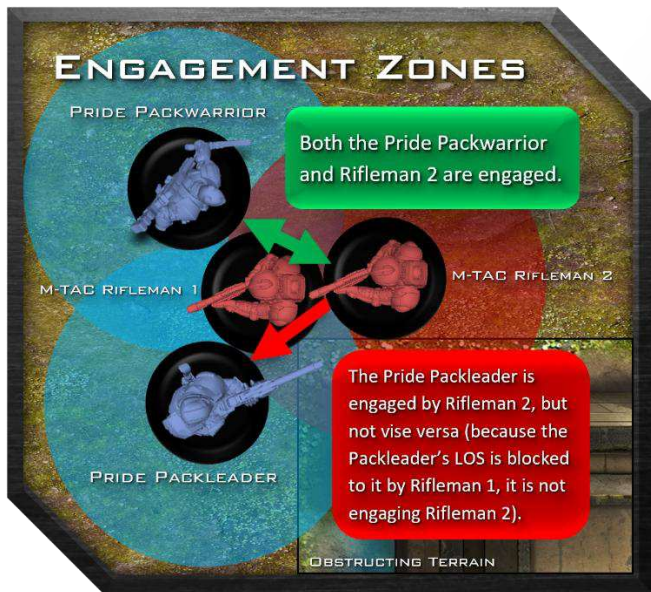
A line between the Packwarrior and the M-TAC Rifleman crosses over the obstruction, but the Packwarrior is not in base contact with the terrain.

4.3 - ENGAGEMENT ZONES

A unit's **engagement zone** covers the area of the combat zone within 1" of that unit and within its line of sight (*regardless of the presence or RNG stat of melee weapons*). While a unit is within the engagement zone of an enemy, they are engaged by that enemy.

While a unit is engaged it may not perform ranged or AOE attacks. Units engaging one or more enemies benefit from engagement when targeted by ranged attacks. Ranged attacks targeting units benefiting from engagement suffer -1 Acc.

Note: *nothing prevents an engaged unit from moving out of enemy engagement zones in order to perform ranged or AOE attacks. Note also that it is technically possible for a unit to engage an enemy, while not being engaged themselves if the engagement zones of the two units cover different areas of the combat zone (this is often due to the position of intervening friendly units or other special effects).*



4.4 - ATTACK MODIFIERS

Some weapon's Hit Levels list attack modifiers in the form of icons. The effects of these modifiers are applied during the Apply Attack Modifier step of attacks using that weapon (*but note that some effects of attack modifiers resolve after the attack*).

If an attack modifier icon is listed multiple times in a single Hit Level, each instance applies independently. **For example;** *an hit level that lists the Precise modifier two times will enable the attacking player to choose two separate defense icons that cannot be used.*

Some effects may apply an attack modifier to an entire attack (*rather than a specific Hit Level*); in which case all hit levels of that weapon are considered to list that modifier icon until the attack is resolved, in addition to any other icons that would normally be present. **Note that this may add multiple instances of a single attack modifier to an attack.**

The rules for attack modifiers are found to the right:



ARMOR PIERCING

The target unit may not use the Armor defense in response to this attack.



BLEED

Assing the target one Bleed token.



CONCUSSION

If the target currently has no Concussion tokens assigned to it after the attack is resolved, assign it one Concussion token.



IMPACT

You may push the target 2" directly away from the attacker. If you do, the target may not use the Dodge defense in response to this attack.



INFEST

Discard all Infest tokens assigned to the target and assign it one new Infest token. **Note;** *if the target is Incapacitated by this attack, it will cause this Infest token to resolve its effect (see Section 9).*



MARKER

If the target currently has no Marker tokens assigned to it after the attack is resolved, assign it one Marker token.



PRECISE

Choose one defense listed on the target's profile. The chosen defense cannot be applied during this attack. If a unit has a single defense listed multiple times in its profile, each instance of that defense must be chosen individually.

For example; *if the target has both the Armor (2) and Armor (3) defenses, an attacker that hits and applies one Precise attack modifier can choose to stop the target from using their Armor (3) defense, but they will still be able to use their Armor (2) defense.*



REND

If the target currently has no Rend Tokens assigned to it after the attack is resolved, assign it one Rend token.



SUPPRESSION

If the target currently has no Suppression tokens assigned to it after the attack is resolved, assign it one Suppression token.



4.5 - SPECIAL WEAPON

ATTRIBUTES

Immediately below a weapon's profile it may list one or more special weapon attributes that alter how it functions. Rules for those attributes can be found here:

ASSASSINATE

The damage value of each attack performed using this weapon is increased by the difference between the target's Ev and the sum of the result pool of that attack.

INDIRECT

The target unit or AOE marker of attacks performed using this weapon does not need to be within this unit's Line of Sight.

RAPID FIRE

After an attack performed using this weapon is resolved you may perform one additional attack using the same weapon. This attack may not generate additional attacks.

SLOW

This unit may only perform one attack using this weapon each round.

BREACHING

After an AOE attack performed using this weapon is resolved, each Obstruction touching the AOE marker of the attack is breached until the end of the game. Friendly units can overlap breached terrain during moves, as long as they don't finish the move overlapping the area of the template.

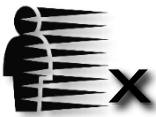
4.6 - DEFENSES

A unit may have one or more defenses listed in its profile. During the Apply Defenses step of attacks targeting a unit, they may choose up to one (and only one) of the defenses listed and apply it to the attack:



ARMOR (X)

Reduce the number of damage that would be dealt by the attack by of X (where X is the number in parentheses, or listed next to the defense icon).



DODGE (X)

Reduce the number of damage that would be dealt by the attack by a value of X (if no number is present, this value is assumed to be 1; NOTE: this may be subject to change in future updates), then the target unit's controller can push it up to 2" in any direction.



RESIST

Reduce the number of damage that would be dealt by the attack by half, rounding up (*for example; an attack inflicting 5 damage would be reduced to 3*).

4.6A - REACTION ATTACKS

The defenses listed in this section allow units to perform **reaction attacks** immediately after selecting to use them during the apply defenses step of attacks targeting that unit. The amount of damage reduction and other effects that such a defense applies is based on the hit level of that reaction attack.

Reaction attacks are performed in exactly the same manner as normal attacks however the type of weapon that must be chosen is based on the defense used, and only if attacks with that weapon may currently be performed (*for example; a unit that is currently engaged by an enemy cannot perform a reaction attack using a ranged weapon unless otherwise allowed*).

The target of the reaction attack must be the unit performing the attack against which the defense is being used (*meaning that a reaction attack may fail if the target is not visible or within the weapon's range*).

If the reaction attack hits, reduce the damage that would be dealt by the original attack by 1 if the result of the reaction attack was a Glancing hit, 2 if it was Moderate hit, or 3 if it was a Critical hit, and deal the target of the reaction attack that much damage, then the attack sequence ends (*do not continue to the Apply Attack Modifiers step or resolve any other steps of the sequence*).

The damage dealt by reaction attacks is considered to have been inflicted by the unit using the defense, but is not considered the damage of an attack (*so is not modified by effects that alter the damage of incoming attacks*).



RIPOSTE

This unit may perform one reaction attack using a melee weapon.

QUICKDRAW

This unit may perform one reaction attack using a ranged weapon.

4.7 - DAMAGE AND CASUALTIES

When a unit is dealt or assigned damage, a corresponding number of unmarked damage boxes are marked on that unit's profile card. This is considered normal damage. When the last damage box is marked in this way, that unit is immediately incapacitated. Effects that occur when a unit is incapacitated are resolved, then the unit is destroyed (*if an effect that causes a unit to be destroyed without being incapacitated, skip that step and do not resolve effects that would occur when would be incapacitated*). After a unit is destroyed it is removed from the combat zone and placed in the casualty zone.

4.7A - CASUALTIES

The casualty zone is an area removed from the combat zone that separates units that have been destroyed from units remaining in play. Units within the casualty zone are referred to as casualties and are usually no longer relevant to the game. Casualties cannot activate or use abilities. When a unit enters the casualty zone, all damage is healed from it.

4.7B - DAMAGE SOURCES

Unless otherwise specified, the unit on whose profile the rule or ability appears that is responsible for dealing damage appears is the source of that damage. When a unit is performing an attack, that unit is the source of damage dealt by that attack.

Occasionally objectives or Tactical Assets will inflict damage or allow attacks to be performed. In these cases, an unspecified unit belonging to the objective's owning player is the source.

4.7C - HEALING DAMAGE

When damage is healed from a unit, erase the marks on a corresponding number of damage boxes.

SECTION 5 - TERRAIN

5.1 – TERRAIN TEMPLATES

Terrain rules in Breachstorm are designed around a set of color-coded terrain templates that define the area of different terrain features within the Combat Zone. While the area of the template is the boundary of that terrain for all rules purposes, it is highly recommended that you place 3d miniature scenery on top of the template to enhance the visual impact of the feature. Terrain types are intentionally generic to best fit with your collection of miniature scenery.

How terrain templates are set up in the combat zone is described individually in the section for each game format.

5.1A – OPERATIONAL THEATERS

Official combinations of templates are collected into pools called operational theaters (or theaters), each meant to represent types of terrain found in different locations within the Breachstorm universe. Each game format will include a method to determine which operational theater the game takes place in and use it as the pool of terrain available for that game. New operational theaters will be made available periodically on breachstorm.com.

The **KHARIPHESH TEMPLE** operational theater is included in the Breachstorm starter set and includes the following terrain templates in its pool:



5.2A – CUSTOM TERRAIN

While use of official Breachstorm terrain templates is recommended, you can use custom terrain features instead if all participating players agree. Optional terrain rules to better fit your scenery collection are available in Section 6.4 – Optional Terrain Rules.

5.2 – TERRAIN STATES

Some effects and objective cards may give terrain templates states such as Scanned, Primed or Demolished. Unless otherwise specified, these states do not change the rules of the terrain template and a single template may have multiple states at once.

5.2A – BREACHED OBSTRUCTIONS

Breached is a terrain state that can be applied to Obstructing terrain features (*see below*) by effects such as weapons with the Breaching attribute (*see Section 4.5*). Each template can be breached independently for each player and unless otherwise specified remains Breached for the remainder of the game. While terrain is breached for a player, units that player controls can enter the area of that terrain while moving, as long as they do not end the move overlapping the feature.

Note; other forms of repositions, such as pushes, will not allow units to enter Breached terrain.

5.3 – TERRAIN TYPES

5.3A – OBSTRUCTING TERRAIN

Obstructing terrain (also referred to as obstructions) templates block LOS, provide cover and obscure ranged and AOE attacks (*see Section 4.2a*).

Units cannot enter the area of the obstructing terrain template and cannot be placed overlapping it. Units performing moves are forced to move around the template, while units subject to pushes stop as soon as they reach base contact with the template.

These are meant to represent large solid objects such as buildings, rocky outcroppings or inert vehicles.

5.3B – LOW TERRAIN

Low terrain templates provide cover and obscure ranged and AOE attacks, but do not block line of sight and may be attacked over.

Units may overlap the area of the low terrain template while performing a move but may not end the move or be placed overlapping the low terrain template. Units subject to pushes stop as soon as they reach base contact with the template, and units being placed cannot be placed overlapping the template.

These terrain pieces are meant to represent scatter terrain; small rocks, supply crates, electronics etc.

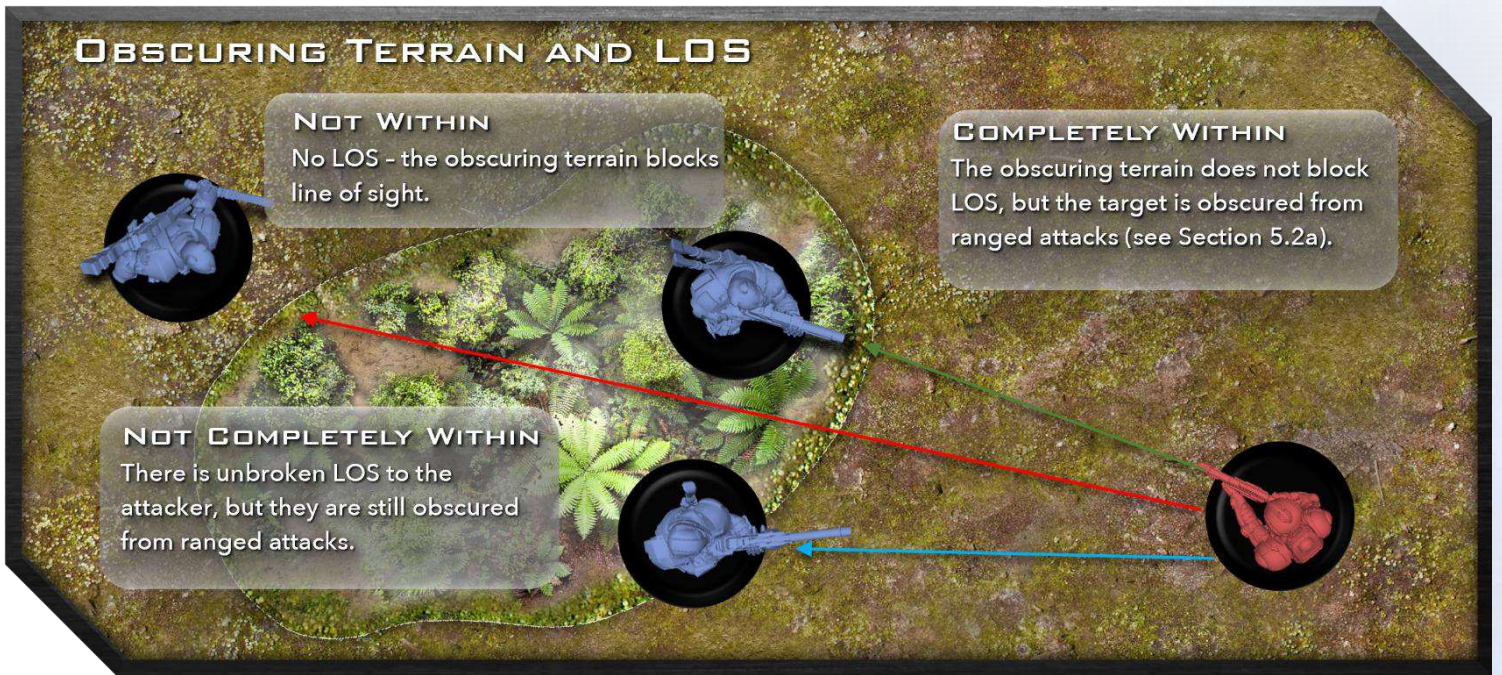
5.3C – OBSCURING TERRAIN

Obscuring terrain may be overlapped and repositioned through freely, however line of sight may never be drawn through entirely through the template (*see Section 1.7*).

Units within obscuring terrain are obscured against ranged attacks (*but not AOE attacks*).

These are meant to represent terrain that may not necessarily slow down an elite soldier, but still obstruct fire such as a lightly forested area, or dense cloud/smoke from industrial or natural vents.

OBSCURING TERRAIN AND LOS



5.3D - DIFFICULT TERRAIN

Difficult terrain does not block line of sight and may be overlapped and repositioned through, however any move performed by a unit during which the unit overlaps the area of the template reduces the total distance the move may travel by 1". If a unit has 1" or less to travel when it enters base contact with the difficult terrain template, it may not overlap the area of the template during that move. **Note;** *this does not affect other forms of repositions, such as pushes.*

This terrain is meant to represent broken earth, scattered debris, ruins, heavy undergrowth or other similar features that would slow troops moving through them.

5.3E - HAZARDOUS TERRAIN

Hazardous terrain does not block line of sight and may be overlapped and repositioned through, however after any reposition performed by a unit during which that unit overlaps the area of the template is performed, the repositioning unit is dealt 4 damage. In addition, each time a unit ends its activation overlapping the area of a hazardous terrain template is dealt 4 damage (*in either case this damage is not considered to have been dealt by an enemy*).

5.3F - VOID TERRAIN

Void terrain does not block line of sight and may be overlapped and repositioned through, however if at any point (*including during a reposition*) a unit is completely within the area of the terrain, that unit is destroyed (*they are not considered to have been destroyed by an enemy*). Repositioning units cannot end repositions partially overlapping the area of void terrain features; if they would do so, they are returned to the last legal position along the path of that reposition.



5.4 – OPTIONAL TERRAIN RULES

Breachstorm is balanced around use of the terrain templates described in the previous section, but players are free to use their own terrain with custom rules to enhance immersion and experience. The rules contained in this section are optional additional modifiers that can be added to the existing terrain rules; they work best alongside custom scenery in a narrative gameplay mode such as Covert Ops.

5.4A – SCALABLE OBSTRUCTIONS

These rules are meant to represent multi-level buildings, rock formations, and other terrain features that units can climb up or down. If you are using these rules, before the game designate all terrain features you wish models to traverse in this way as scalable and divide the areas of all such features that are at different heights into levels (this can include the base level of the combat zone, which is referred to as the ground level). For multi-floor buildings this should be easy, but as a rule of thumb each level should represent around 2-3" of height.

Units can overlap the area of scalable terrain features at any time. For units on levels above the ground, they may only do so if they are completely within the area of that level.

MEASURING BETWEEN LEVELS: When measuring range or line of sight between units or points on different levels, tally the number of levels that separate them. This is the height difference between those units (e.g. units on the same level will have a height difference of 0; a unit on the ground level will have a height difference of 1 with a unit on the first level, and a unit on the fourth level will have a height difference of 2 with a unit on the second level).

When measuring distances between units or points on different levels, always measure the horizontal distance between them (never measure diagonally) but add the height difference between them in inches to the measurement.

Example: Two units that are 6" apart horizontally, but with a height difference of 2, are instead treated as being 8" apart.

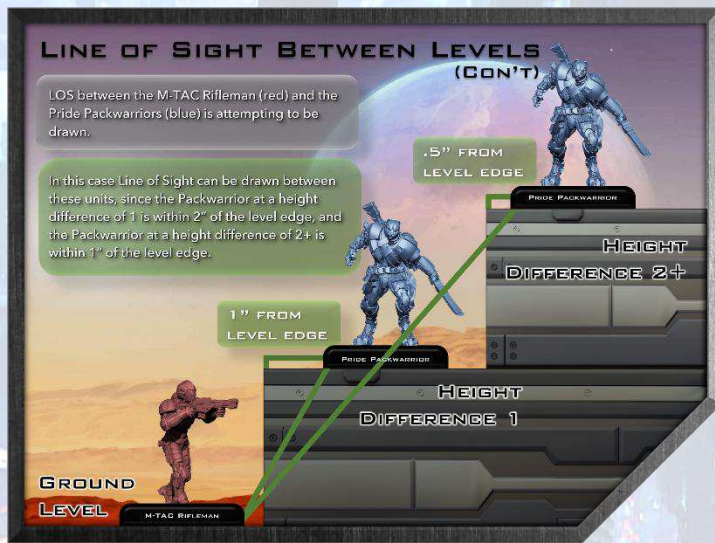
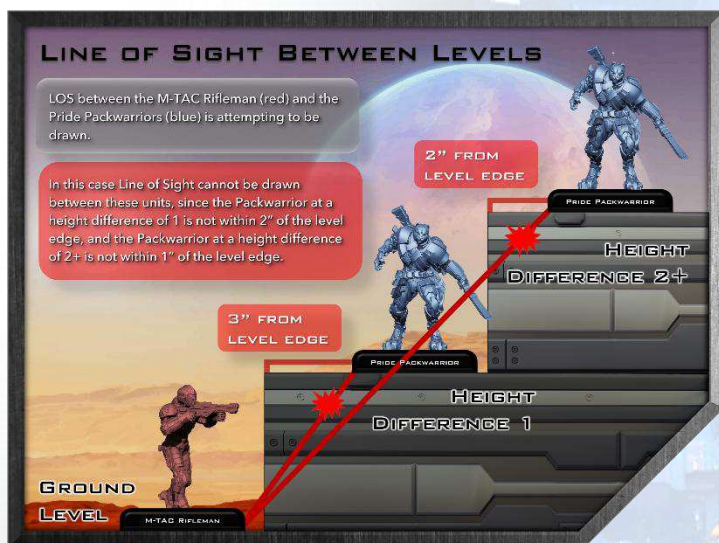
COVER AND OBSCUREMENT BETWEEN LEVELS: Scalable obstructions do not provide cover to units above their ground level like normal obstructions do. Instead, when a unit on a scaleable obstruction is targeted by a ranged attack performed by a unit on a lower level, the terrain automatically provides cover. Units on the same level only receive cover from other terrain features (or areas of obstructions that extend above their level) against attacks performed by one another. When performing ranged attacks targeting units at lower levels; the following apply based on the height difference between the two units:



- **HEIGHT DIFFERENCE IS 1:** The targeted unit on the lower level does not benefit from cover or obscurement imposed by terrain features. If the unit would otherwise be in cover imposed by terrain, the attack suffers -1 Acc instead.
- **HEIGHT DIFFERENCE IS 2+:** The targeted unit on the lower level does not benefit from cover or obscurement imposed by terrain features.

LINE OF SIGHT BETWEEN LEVELS: Scalable obstructions do not normally block line of sight to and from areas atop them, except as described here. Line of sight between units or points that are on the same level is only blocked by other terrain features (including other obstructions, or areas of scaleable obstructions that extend above their level). While drawing line of sight to units on different levels, the following applies based on the height difference between the two units or points:

- **HEIGHT DIFFERENCE IS 1:** Line of sight cannot be drawn unless the unit or point on the higher level is within 2" of the intervening edge of that level.
- **HEIGHT DIFFERENCE IS 2+:** Line of sight cannot be drawn unless the unit or point on the higher level is within 1" of the intervening edge of that level.



REPOSITIONING BETWEEN LEVELS - For a unit to move to a different level, it must touch the obstruction at the edge of that level during its move. If it does so, it can spend 3" of that move to be placed as close as possible to its current position on the level it wishes to move to, then complete the remainder of its move (if it has distance remaining). If the unit could not travel 3" at that point, it cannot move to a different level.

When a unit is placed, they can be placed on a different level, as long as it can be placed completely within the area of the level they are being placed onto.

When a unit is pushed, it cannot reposition to a higher level. If doing so repositions it to a lower level, it is dealt damage equal to the height difference times four. This is referred to as falling damage (*it is not considered to have been dealt by an enemy*).

Example: a unit being pushed to a lower level with a height difference of 3 is dealt 12 falling damage.

5.4B – ENTERABLE OBSTRUCTIONS

These rules are meant to represent structures around the combat zone with open interiors that can be entered and fought within and around. If you are using these rules, first identify obstructing terrain features that you wish to act as enterable buildings at the start of the game. These should have demarcated walls; only the area covered by the walls are considered part of the obstructing terrain template.

The remainder of the terrain feature is to be treated as open ground; and does not innately provide cover or obstruction, block LOS, or impede movement.

ENTERABLE OBSTRUCTIONS AND PLACEMENTS – Any time a unit is placed, it may not cross from one side of the wall of an enterable obstruction to the other (such as repositioning from inside the structure to outside). Similarly, any time a game element would be displaced, that displacement cannot cause it to cross from one side of the wall of an enterable obstruction to the other side (it must displace into the next-closes legal position instead).

BREACHING ENTERABLE OBSTRUCTIONS - When an enterable obstruction is Breached, make a note of the wall that the breaching effect is closest to. That section of the wall; up until any doors, corners, or intersections with other walls is the Breached section, and only those areas of the obstruction are to be considered Breached. Other areas can be Breached separately as if they were independent Obstructions.

DOORS AND WINDOWS - When you identify obstructions to act as enterable, you can also identify areas of that obstruction that are doors and windows. Windows are treated as Low terrain; and that section is not treated as part of the obstruction. Door sections are treated as gaps in the obstruction, and as such do not block line of sight or provide cover.

You can also identify if each door can be open and closed; if you do so, it begins closed and is considered its own obstruction. Units can perform Interact actions targeting the door while they are touching it as if it were a mission element. When they do, the door becomes open and acts as a gap in the obstruction as described above. Similarly a unit touching the area of an opened door can interact as if it were a mission element in order to close it. Any units overlapping the area of the door when it becomes closed are displaced.

A door that is breached is done so independently of the wall sections adjacent to it; a breached door can be moved through as normal when closed and will remain breached if closed and opened again.



SECTION 6 – TACTICAL ASSETS

6.1 - TACTICAL ASSETS AND ASSET POINTS

Players may spend a resource called **Asset points** (also referred to as **AP**) to purchase bonuses called **Tactical Assets**. Players can begin the game with asset points by purchasing them before the game (see *Section 7*) and can gain them throughout the game (see *Section 6.1a below*).

To use a Tactical Asset, that player must spend a number of Asset points equal to the Cost of a tactical asset to purchase it. Spent Asset points are lost and cannot be spent again. Purchased Tactical Assets confer their benefits immediately, but some may only be purchased at specific times (as detailed in their text).

6.1A - GAINING ASSET POINTS IN PLAY

Objective cards, unit special rules and abilities can specify ways to generate Asset Points during the game. Field Officers can also generate Asset Points by using the **CALL IN SUPPORT** ability (see *section 3.3e*).

6.2 – AVAILABLE TACTICAL ASSETS

There are four common Tactical Assets that players always have access to (detailed on the right). Additional Tactical Assets may also be made available via missions, upgrades, or unit profiles.

COST
1 AP

ADRENALINE RUSH

Once as a free action (see *Section 4.3a*) during each of your trooper's activations, you can purchase this asset to push that trooper up to 2".

COST
1 AP

SECOND CHANCE

Once during the "modify attack pool" step of each attack performed by your units, you can purchase this asset to reroll all dice in the attack pool.

COST
1 AP

CONCENTRATE

Once during the "modify result pool" step of each attack performed by your units, you can purchase this asset to add a d3 to the result pool.

COST
1 AP

COMMAND IMPERATIVE

You can purchase this asset at the start of one of your Infantry unit's activations.

If the activated Infantry was not Commanded that activation, you may immediately assign it Action tokens (▲) equal to its Command Modifier.

SECTION 7 – TEAM CONSTRUCTION

Whenever a player is called upon to construct a team, they follow the steps outlined in the following sections.

7.1 – DEFINE REQUISITION POOL

Determine the amount of Requisition and Special Requisition that each player has available to spend on their team. This is that player's requisition pool, and its size is determined by the game mode being played (see *Section 3.1*). These are the resources that may be spent on purchasing units, upgrades, and asset points for the team.

7.2 – CHOOSE FACTION

Whenever a player is called to construct a team, they must choose one of the four following factions:



**HOMEWORLD
CONFEDERACY**



**VOLUCRID
HOST**



**ZHREN'THRAR
PRIDES**



**ATIVARI
CONCLAVE**

While constructing a team, a player may only recruit units that belong to the chosen faction, as well as Contractor units. Units within a player's team that belong to that Faction consider each other to be regulars (see *Section 2.1*).

7.3 – RECRUITING UNITS

After selecting their faction, create a team by spending requisition and special requisition (see *Section 7.3*) from their requisition pool to purchase units belonging to their chosen faction, Contractor units, upgrades for their units, and asset points for their team. All these options have a Cost value listed on their profiles, which is the amount of requisition that must be spent to add it to a team.

Not all Requisition must be spent at this stage; leftover requisition may provide bonuses based on the game mode being played.

Units with a subtype that is in brackets (like [this] for example) are **unique** and a team may only include one unit of that subtype (see *Section 2*).

7.4 – SPECIAL REQUISITIONS

Special Requisition (also referred to as **SpecReq**) is requisition that can only be spent to pay the Cost of upgrades (see section 7.5) and Asset Points (see below). These costs may be paid in any combination of Requisition and Special Requisition.

A player may purchase any number of Asset Points to start with at a cost of 2 requisition or special requisition each. The effects of Asset points are described in Section 6.

7.5 - UPGRADES

Most unit's profiles will hold upgrade slots. Each slot may be assigned up to one upgrade. When an upgrade is assigned to one of a unit's upgrade slots, it is **equipped** to that unit and its Cost must be paid in either Requisition or Special Requisition. A team may never include multiple upgrades of the same name.

Some upgrade profiles contain slot symbols. Such upgrades may only be assigned to an upgrade slot that contains a matching symbol. Upgrades without symbols may be assigned to any slot. Slots without symbols may only be assigned upgrades without symbols.

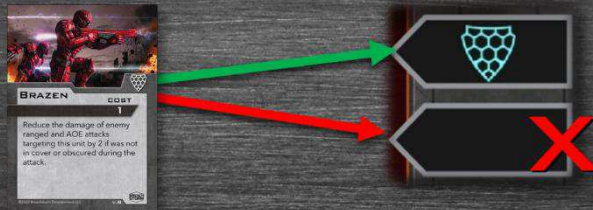
Once equipped, upgrades improve the capabilities of the unit to which they are equipped. The effects of an upgrade card always refer to their equipped unit, unless otherwise specified.

7.5A – EXHAUSTING, DISCARDING, AND RE-EQUIPPING UPGRADES

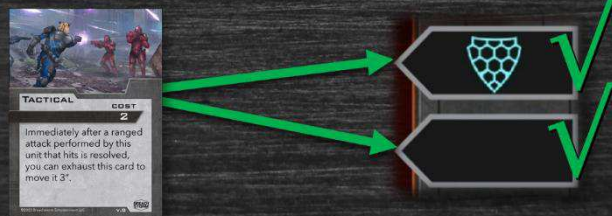
Some upgrades require that they be exhausted to gain some benefit. While they are exhausted, they remain exhausted and cannot be exhausted again until they are readied. Exhausted upgrade cards are readied at the start of each upkeep phase.

EQUIPPING UPGRADES

Upgrades with symbols must be assigned to a slot with a matching symbol.



Upgrades without symbols may be assigned to any upgrade slot.



Upgrades that are discarded are no longer equipped to the upgrade slot they were originally assigned to and have no further effect unless they are re-equipped. A re-equipped upgrade is added back to its original upgrade slot.

Upgrades that are lost are discarded but cannot be re-equipped by any means.

SAMPLE TEAM ROSTER		COST
CAPT. JOHAN LUKAS		20
UPGRADE: SHARPSHOOTER		3
M-TAC FIRE TEAM LEADER		16
UPGRADE: TACTICAL		2
UPGRADE: CONCEALMENT GRENADE		1
M-TAC SUPPORT GUNNER		14
UPGRADE: TRACELOCK AMMUNITION		2
M-TAC SUPPORT GUNNER		14
M-TAC RIFLEMAN		9
M-TAC RIFLEMAN		9
M-TAC RIFLEMAN		9
STARTING ASSET POINTS - 2		4
REQUISITION SPENT		98
SPECREQ SPENT		5

SAMPLE TEAM ROSTER		COST
PACKMISTRESS FERAQ		22
UPGRADE: ONSLAUGHT		2
PRIDE PACKLEADER		18
UPGRADE: OATH OF THE SHIKAR		2
UPGRADE: RESILIENT		2
KHARIPHESH DREAMSPEAKER		16
UPGRADE: OATH OF SERENITY		1
KHARIPHESH DREAMSPEAKER		16
PRIDE PACKWARRIOR		8
PRIDE PACKWARRIOR		8
PRIDE PACKWARRIOR		8
STARTING ASSET POINTS - 1		2
REQUISITION SPENT		100
SPECREQ SPENT		5

SECTION 8 - TOKENS

Tokens are game counters used to represent resources or effects. A single unit may be assigned an unlimited number of tokens unless otherwise specified. Tokens should be placed on the board near the unit to which they are assigned (*to make it clear that they are assigned to that unit*). If a unit is assigned multiple tokens of a type that a unit may never have more than one of assigned, discard the previously assigned token of that type.

When a token is spent or discarded, remove that token from the assigned unit.

For example: a unit may spend multiple Fury Tokens to perform Assault or Melee Attack actions, but each individual Fury token spent only pays the cost of one of the above actions before being removed.



ACTION

Rules for assigning and using Action Tokens can be found in Section 3 "Playing a Game".

All Action Tokens are discarded at the end of each round.



ADAPTATION

Adaptation tokens affect some special rules and can often be spent as a resource by some units (*such as Ativari units*).

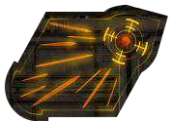
Discard Adaptation tokens assigned to a unit at the start of that unit's activation, before resolving any other effects that would apply at the start of that activation.



BLEED

A unit with any assigned Bleed tokens is dealt 2 damage at the end of each of its activations for each Bleed token it has currently assigned (*this damage is not considered to have been dealt by an enemy*).

Bleed tokens are not automatically discarded (*but can otherwise be removed with the use of abilities, special rules, etc*).



CONCENTRATE FIRE

Concentrate Fire tokens interact with some special rules (*such as Concentrate Fire found on Homeworld Confederacy units*).

All Concentrate Fire Tokens are discarded at the end of the round.



CONCUSSION

During the "Modify Attack Pool" step of an attack roll targeting a unit with a Concussion Token assigned to it, you may reroll one of the dice in the attack pool.

A unit may never have more than one Concussion Token assigned to it at any time.

All Concussion Tokens are discarded at the end of each round.



FURY

A Fury token may be spent in the place of an Action token to pay the cost of **ATTACK** or **ASSAULT** actions. If you spend a Fury token to perform an Attack action, the attack must be performed with a melee weapon.

Fury Tokens remain assigned to a unit until discarded or spent.

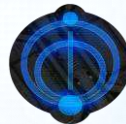


MARKER

During the Modify Result Pool step of an attack roll targeting a unit with a Marker Token assigned to it, add 2 to the total of the result pool.

A unit may never have more than one Marker Token assigned to it at any time.

All Marker Tokens are discarded at the end of each round.



ORDER

Order Tokens equal to a Field Officer's Ord value are assigned immediately when that unit activates.

All Order Tokens are discarded at the end of each round.



SUPPRESSION

Moves performed by a unit with an assigned Suppression token reduce the total distance the move may travel by 2".

Note; this is cumulative with other effects that reduce movement, such as difficult terrain, and can reduce the distance travelled to 0".

Discard Suppression tokens assigned to a unit at the end of that unit's activation.



REND

While resolving attacks targeting a unit with a Rend token assigned to it, the attack gains +2 damage. A unit may never have more than one Rend token assigned to it at any time.

All Rend Tokens are discarded at the end of each round.



INFEST

When a unit with an Infest token assigned to it is destroyed, before it is removed as a casualty place one deactivated **EPULEX GRUB** unit (*see Volucrid Host profile cards*) with one unassigned damage in base contact with it. The **EPULEX GRUB** is recruited by and becomes part of the team of the player that assigned the token.

A unit may never have more than one Infest token assigned to it at any time. Infest tokens remain assigned to a unit until discarded or spent.



DETACH POINT

836125

TACTICAL OPS

ADDENDUM 1 - V1.0

1.0 - FORMAT INTRODUCTION

The **Tactical Ops** (also referred to **TacOps**) format allows for 2 players to face off in a competitive, one-versus-one battle over asymmetric, themed objectives.

2.0 - SETTING UP A TACOPS GAME

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

1. DEFINE OPERATIONAL THEATER

Together the players choose (or determine randomly) one Operational Theater and form a terrain pool containing the terrain templates included in that Operational Theater.

2. CONSTRUCT TEAMS

Each player constructs a team, spending up to 100 Requisition and 5 Special Requisition (see Core Rules Section 8: Team Construction).

If a player spent fewer than 100 Requisition to construct their team, the total of their unspent Requisition during this step is their **initiative bid** (this total will be zero if all of a player's Requisition was spent during this step).

Players will then independently choose two Attack and two Defense Tactical Ops Objectives (see Section 3: TacOps Objectives).

3. DETERMINE INITIATIVE

The player with the largest initiative bid wins Initiative and takes the Initiative tracker. If both players have the same initiative bid, they instead roll off; the highest roller wins Initiative and takes the Initiative tracker.

4. CHOOSE DEPLOYMENT ZONES

Players each choose an opposite edge of the 36"x 36" combat zone to be their respective table edges.

5. DETERMINE ATTACKER & DEFENDER

The player with Initiative chooses to be the attacker or defender. If they choose to be the attacker, their opponent will be the defender, and vice versa. All units in the attacker's team are **attacking** units, and all units in the defender's team are **defending** units.

6. CHOOSE MISSIONS

The attacker chooses one of the two Attack Objectives they chose in Section 2 to be their Attack Objective for the game and discards the other, revealing their choice to the defender. The defender then chooses one of their two Defense Objectives to be their Defense Objective for the game and discards the other. The discarded objectives will not be used during this game.

7. SET UP SCENARIO ELEMENTS

Set up the mission elements described by the attacker's Attack Objective on the board, as described on its objective profile, then do the same for the defender's Defense Objective. If two mission elements would be placed in the same location, displace the defender's element as described in the Core Rules Section 1.6c.

8. SET UP TERRAIN

Starting with the attacker, players take turns placing terrain templates from the Terrain Pool within the combat zone until all terrain is placed. Placing terrain has the following restrictions:

- Terrain templates may not be placed within 6" of any edge of the combat zone.
- Terrain templates may not be placed within 2" of any other terrain template (including mission elements).
- Terrain templates may not be placed overlapping any zone or Noncombatant mission elements.
- Any remaining terrain templates that cannot be set up this way are discarded.

9. SET UP TEAMS

The area of the board completely within 12" of a player's chosen board edge is that player's **deployment zone**. After all the terrain in the terrain pool has been placed (or discarded, as described in Step 8), the attacker places all the units in their team completely within their deployment zone. Then, the defender places all the units in their team completely within their deployment zone. This is referred to as **deploying** each unit.

Once this procedure is complete, the game begins and rounds progress as described in the Core Rules section 3.2b (with the following addendums, described below in Section 3).

3.0 - TACOPS ROUND PROCEDURE

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

3.1 - TACTICAL OPS INITIATIVE

The attacker begins the game with the Initiative tracker. At the end of each End Phase of a TacOps game, if the player with Initiative activated the final Field Officer during the activation phase of that round, they give the Initiative Tracker to their opponent. If there are no Field Officers remaining, check the last unit activated during the activation phase of that round instead.

NOTE: This means that if both players have the same number of Field Officers activating each round, the Initiative tracker will remain with the same player, however if players begin with different numbers of Field Officers, or Field Officers are destroyed during the game, the Initiative tracker may change hands.

3.2 - VICTORY PHASE

During the game, players will score VPs based on the Mission Parameters section of their Objective profile (see Section 4.2- Mission Parameters and Scoring VP). At the start of this phase, any mission parameters that score VPs during the Victory Phase are resolved simultaneously. Then, if either player has at least 10 VPs at the end of the Victory Phase and more than the other player; the game ends and they are the winner.

NOTE: If at this stage both players are tied, the game continues for another round until one player wins in this way, or by destroying the opposing team as described in Section 3.3.

3.3 – DESTROYED TEAMS

If at any point all units in a player's team are in the Casualty Zone during a TacOps game, the other player wins the game immediately.

NOTE: this can occur even if a player would win later in that round based on Victory Points as described in Section 3.2, as long as the Victory Phase has not yet ended. This can allow players to come back from certain defeat by eliminating their opponent's team.

4.0 - OBJECTIVES

During TacOps games, teams will be assigned separate objectives, with their rules listed on objective cards. When constructing their team, players will select one of each objective type; **Attack** and **Defense**. The category of each objective can be identified by the symbol listed on the objective's card:





A player's objective card describes how that player scores victory points and additional asset points and provides a suite of tactical assets to use in addition to the four common assets described in Core Rules Section 6. The tactical assets listed on a player's objective card may only be purchased by that player.

4.1 - MISSION PARAMETERS AND SCORING

VP is scored by fulfilling specific actions during the game called **Mission Parameters**. This section of each objective card lists one or more mission parameters that the player must complete to score, as well as the number of VP that player scores for completing it. Unless otherwise specified, each individual mission parameter can only be scored once each round.

Some Mission Parameters score immediately when their conditions are met, while some score in the Victory Phase (see Section 3.2 - Game Rounds).

4.2 – ANATOMY OF AN OBJECTIVE PROFILE

- 1. OBJECTIVE NAME** - The title of the objective.
- 2. SETUP & DIAGRAM** - This section will describe any special setup that is required during the "Set Up Mission Elements" step.
- 3. OBJECTIVE TYPE** - Defines whether the objective is an Attack () or Defense () objective.
- 4. INTERACTIONS** - This section describes the effect of Interact actions taken by your units, and any other relevant objective rules.
- 5. VICTORY POINT TRACKER** - These can be marked off to keep track of a player's scored Victory Points. The highlighted section helps to remind when a player is eligible to win in the Victory Phase by having at least 10 VPs and more than their opponent (as described in Section 3.2).
- 6. MISSION PARAMETERS** - Each highlighted section here is a single mission parameter. This section describes how Victory Points are scored each round, by fulfilling the criteria under each of these mission parameters. Each may only be scored once each round.
- 7. GAINING TACTICAL ASSETS** - This mission describes objective effects that grant its owner Asset Points.
- 8. AVAILABLE TACTICAL ASSETS** - These assets are available for the owner of the objective to use (in addition to the Tactical Assets described in the Core Rules Section 6).



CYCLIC OPS

ADDENDUM 2 - V1.0

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

2. PURCHASE TEAMS

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.

3. PURCHASE TEAMS

After the objective and operational theater of the game is determined, players construct teams as described in the Core Rules Section 8, using a requisition pool of 100 Requisition and 5 Special Requisition.

4. CHOOSE DEPLOYMENT ZONES

CyclOps games use a 36"x36" combat zone with variable deployment zones based on the number of participating players (shown below). Each player then rolls a 1d6. Starting with the player that rolled the highest, players then takes turns choosing one of the deployment zones. In the case of a tie; the tied players should roll off against one another to determine the winner of the tie.

5. DETERMINE INITIATIVE

All players roll off; the highest roller wins Initiative and takes the Initiative tracker. In the case of a tie; the tied players should roll off against one another to determine the winner of the tie. 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 (as described in Section 3.1).

6. SET UP MISSION ELEMENTS

Setup any mission elements as described by the Setup section of the objective determined in Step 1. Then, follow any remaining guidelines in the setup section of the mission profile.

7. 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:

- a. Terrain templates may not be placed within 2" of any other terrain feature (including mission elements).
- b. 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 unlike in Tactical Ops games, these terrain features may be placed within 6" of combat zone edges.

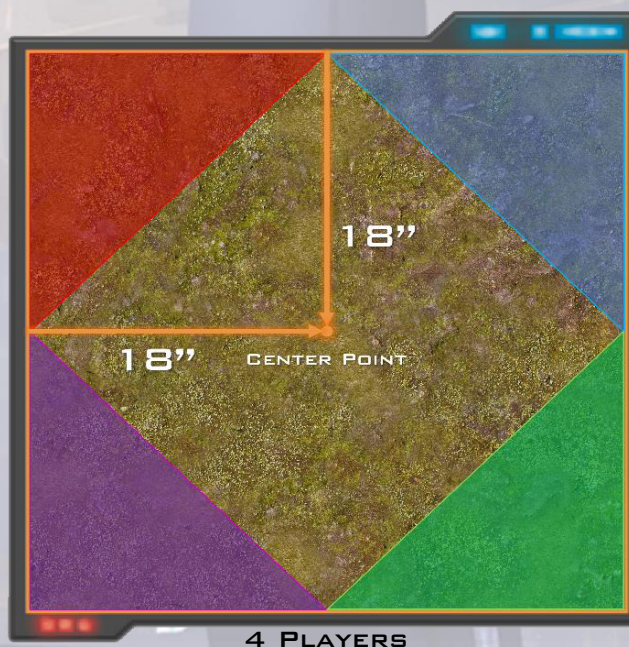
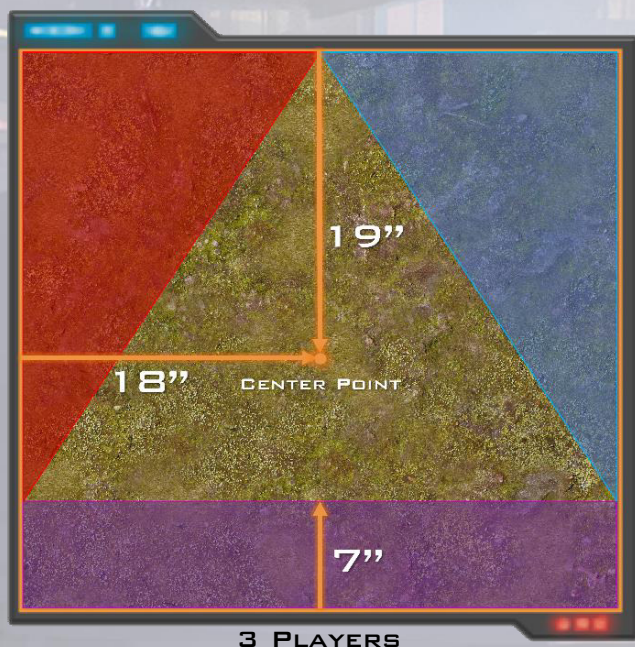
Once this procedure is complete, the game begins and rounds progress as described in the Core Rules section 3.2b (with the following addendums described in Section 3).

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.

3.3 - GHOSTS IN THE MACHINE

If at any point all units in a player's team are in the Casualty Zone during a CyclOps game, that player becomes 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.

If there is only one non-ghost player remaining in the game, they are automatically the winner. If for any reason all players become ghosts at the same time, the game ends in a draw.

While a player is a ghost, they can purchase the Disoriented Rush and Cursed Chance tactical assets (see opposite).

TACTICAL ASSETS AVAILABLE TO GHOSTS:

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.

4.0 - OBJECTIVES

During CyclOps games, all players will compete over a single objective, with rules listed on the objective card determined in Step 1 of the setup sequence. Each objective card describes how players score victory points and additional asset points.

4.1 - MISSION PARAMETERS AND SCORING

VP is scored by fulfilling specific actions during the game

called **Mission Parameters**. This section of each objective card lists one or more mission parameters (the highlighted sections) that players must complete to score, as well as the number of VP scored for completing it. Unless otherwise specified, each individual mission parameter can only be scored once by each player each round. Some Mission Parameters score immediately when their conditions are met, while some score in the Victory Phase (see Section 4.1 - Game Rounds).

The diagram shows two mission cards from the game. The top card is titled "HACK & SLASH" and features a "MISSION PARAMETERS" section on the left and a "TACTICAL ASSETS" section on the right. The bottom card is also titled "HACK & SLASH" and features a "SETUP" section on the left and an "INTERACTIONS" section on the right. Callouts with arrows point to various elements: "MISSION PARAMETERS" points to the top-left section of the top card; "VICTORY POINT TRACKER" points to the top-left grid of the top card; "MISSION PARAMETERS" points to the top-left section of the bottom card; "ASSET POINT TRACKER" points to the top-right grid of the top card; "GAINING ASSET POINTS" points to the "TACTICAL ASSETS" section of the top card.

ANATOMY OF A CYCLOPS MISSION CARD



COVERT OPS

ADDENDUM 3 - V1.1

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 using unique profiles designed for faster gameplay that are governed by behavioral rules and a deck of action cards. CoOps missions are based around narrative missions that present a fun problem-solving and storytelling experience and can be chained together in Operations or Campaigns (see Addendum 4).

1.1 - THE MOST IMPORTANT RULE

Covert Operations is a format intended to present fun a challenging, co-operative gaming experience filled with interesting tactical decisions, but not as strict a competitive format as other modes. 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 an **Operation** (described in Section 9), 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 an Operation, in which case it will be applicable to all missions in that campaign, as described in Section 8):

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 squad and Action cards from.

OPFOR ACTIVITY - Any special rules that govern how Opfor units will behave during the mission.

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 – The actions players are required to complete during the mission, what thresholds the Players required to pass to achieve victory and their degree of success. If these are completed in Operation play, the Player teams can then progress to the next mission in the campaign (see Section 9.0).

3.0 SETTING UP A COOPS GAME

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

- 1. CHOOSE MISSION** - If participating in an Operation, the mission will be selected in an order determined by the Operation Briefing document. Otherwise, choose any Covert Ops mission to play (new missions and Operations will be released periodically to Breachstorm.com/rules).
- 2. CONSTRUCT TEAMS** - Each player constructs a team of a requisition total based on the Requisition limit specified in the mission or Operation briefing. Otherwise, the Requisition limit is based on the number of participants in the game, as detailed in the chart below or in the Mission or Operation Briefing. The units in that player's team are considered to be controlled by that player.

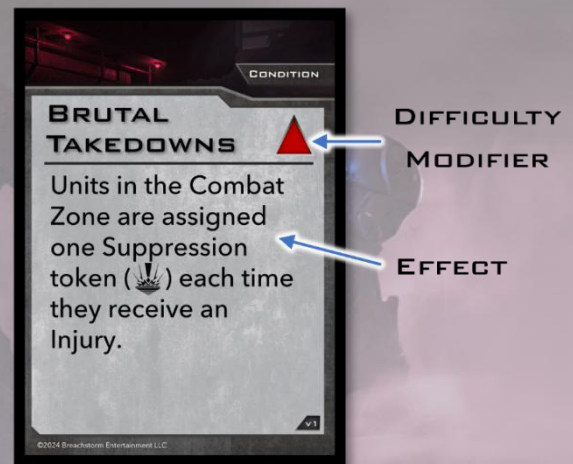
# OF PLAYERS	REQUISITION PER PLAYER	SPECREQ PER PLAYER
1	100	5
2	60	5
3	40	5
4+	30	5

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 are unique to the purchasing player and may only be used by them.

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

- 3. DETERMINE CONDITIONS** - Find any cards from the Condition deck that are applied to that mission by the mission briefing.
 - 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.
 - Set all condition cards in play next to the Alarm Tracker (see Step 8); these apply for the remainder of the game.



ANATOMY OF A CONDITION

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. **ASSEMBLE OPFOR SQUAD DECK** - Gather all Squad Cards used for the mission and shuffle them to form a deck. Unless otherwise specified these include all Squad Cards for the Opfor faction of that mission (*full decks can be found on breachstorm.com/rules*).
6. **SET UP TERRAIN & MISSION ELEMENTS** - Set up terrain templates and mission elements as close 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 Mission elements.
7. **SET UP OPFOR** - Place Activity markers or Opfor squads as indicated in the Mission Briefing.
8. **SET UP TEAMS** - Players collectively place their teams completely within the Player Deployment Zone as indicated in the Mission Briefing. If playing in a campaign, remove any lasting Injury cards from the Injury deck (see Section 7) that were suffered by player units previously in the campaign, and equip them to the units that suffered them.
9. **SET UP ALARM TRACKER** - Place the Alarm Tracker board (see Section 6) next to the combat zone, with the Alarm Tracker marker on the '0' space.

Once these steps are complete, proceed with the first round as described in Core Rules Section 3, with the additional rules outlined in Section 5 of this Addendum.

4.0 - OPFOR FORCES (OPFOR)

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 behavior rules (*found in Section 4.5*) and Action cards (*found in Section 5.0*). Opfor units always use profiles with the **OPFOR** supertype (*found on <https://breachstorm.com/rules>*).

4.1 OPFOR SQUADS

Opfor units are organized into groups called **squads** that are determined by Squad Cards. Squads activate in a group; each time the Opfor would activate any unit they will activate a Squad as described in Section 5.2, (this is described as that 'Squad's turn').



ANATOMY OF A SQUAD CARD

Each time an Opfor Squad Card is drawn place it next to the squad in the Combat Zone to keep track of any benefits and special rules it has. Once the last unit in that squad is destroyed, shuffle the Squad Card back into the Squad Card deck.

4.1A - OPFOR SQUAD CARDS

Opfor Squad Cards are drawn each time an Opfor Activity Marker is Discovered (*see Section 4.4a*) and describe the specific units that compose that squad. They are listed in the order in which they activate during that Squad's turn, with units at the top of the card activating first.

Each time an Opfor Squad Card is drawn

4.1B - SPECIAL RULES & SQUAD BENEFITS

An Opfor unit's Squad Card may list one or more **Squad Benefits** – these are special rules that apply to units in that squad. In addition, the Squad Card will list any special rules that each individual unit possesses as a reminder.

4.1C - RECRUITED UNITS

Some effects (*such as Action cards or Infest tokens*) may cause the Opfor to recruit one or more units without drawing a Squad Card. In such cases all units recruited by a single effect (*such as all units recruited by the effect of one Action card, or the Epulex Grub recruited by a single Infest token*) are considered to be one squad. These squads always activate starting with the closest unit to a player unit.

4.2 - OPFOR UNIT PROFILES



OPFOR UNIT PROFILE

Opfor units have simpler profiles than those of standard units and do not possess the same breadth of statistics. Otherwise, their statistics work exactly as standard profiles.

4.2A - OPFOR ACTIONS

Actions listed on an Opfor unit's profile will only be performed a maximum of once during that unit's activation each round; except for actions that are listed multiple times (in which case they will attempt to perform them up to the number of times listed). This limit is irrespective of whether the action would normally be Unlimited.

Opfor actions will often also list types of attacks (*melee, ranged, or AOE*) rather than the **ATTACK** action. In these cases, that unit can perform an **ATTACK** action using a weapon of that type (*for example; a unit with the STORM and MELEE actions list can perform up to one STORM action and up to one ATTACK action using a Melee weapon*).

4.3 OPFOR AWARENESS

Opfor units can be **Alerted** by player action or special circumstances; when they are their squad is assigned a special type of marker known as an **Alert marker**. Units in Opfor squads are **Alert** if their squad has an Alert marker assigned to it, but do not begin the game **Alert** (*unless otherwise specified*). While an Opfor unit's squad has no assigned Alert marker it and its units are **Unaware**.



ALERT MARKER

4.3A - BEING ALERTED

Assign an Alert marker to an Opfor unit's squad when any one of the following occurs:

- It completes a reposition (*move, push, or place*) with LOS to a player unit within 12" (this distance is referred to as **Alert Range**).
- A player unit completes a reposition within its Alert Range.
- A player unit targets that unit with an attack.
- The Opfor unit's squad is set up from an Activity marker that is within Alert Range of a player unit (*see Section 4.4*).

4.4 - OPFOR ACTIVITY MARKERS



ACTIVITY MARKER

At the beginning of each mission, Opfor squads may be represented by Size-40 **Activity markers** that can activate as if they were units. If there are no unactivated Opfor squads in the Combat Zone when the Opfor attempts to activate a unit, it activates an unactivated Activity marker instead.

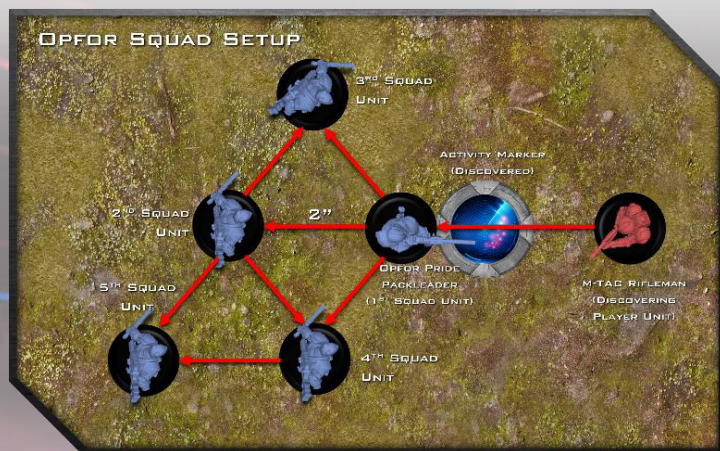
When an Activity marker is activated it moves based on the drawn Action card as described in Section 5.2, then becomes deactivated (*if it is not Discovered*).

4.4A - DISCOVERING ACTIVITY MARKERS

When an Activity Marker ends a reposition or is set up in the Combat Zone within 18" and LOS of a Player unit (this range is referred to as **Discovery Range**), that Activity Marker is **discovered**. Player units 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 by drawing one Squad Card from the Squad Deck, then set up that squad using the following procedure:

1. Set up the unit listed at the top of the Squad Card as far as possible from the closest player unit and touching the Activity Marker.
2. Place the second unit listed 2" away from the first unit and as far as possible from the closest player unit.
3. Place the third unit listed 2" away from the two other units in the squad and as far as possible from the closest player unit.
4. Place each other unit in descending order 2" away from any two other units in the squad and as far as possible from the closest player unit.



If it is not possible to set up any units this way, they set up as close as possible and displace as described in the Core Rules Section 1.6c.

If the activity marker was within Alert range of a player unit when it is discovered, the squad is assigned an Alert marker. Likewise, if after being setup any units in the squad are in Alert range of a player unit, assign it an Alert marker. If this occurred during the Opfor turn because of that Activity marker's move, assign all activating Opfor units from that squad one fewer Action token at the start of their activations that turn (to a minimum of 1). If the Activity marker was deactivated when it was discovered, all squad members set up touching it are considered deactivated that round (*they will not activate later in that round*).

4.5 - OPFOR BEHAVIOR

Opfor units always behave according to the following guidelines when acting during the game. These can be overridden by behavior described in the Opfor Activity section of the mission briefing or special rules on their profile or squad cards:

- 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 to a position where they can accomplish that 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.
- When called upon to perform an attack, Opfor units always target the closest eligible player, place AOE markers to be able to attack as many player units as possible and 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.
 - If an attack is affected by the Concussion attack modifier, they will always re-roll the lowest die result in the attack pool, and only if it has a value of 3 or lower.
- Opfor units with Dodge will use it (*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 will always spend non-Action tokens first to pay the cost of actions when they can (*for example; if an Opfor unit has an assigned Fury token, they will spend that to perform a melee attack action before spending any Action tokens to perform the same action*).
- 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 addendums listed in this section 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 Tracker 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 (even if Commanded by another player's Field Officer).

When Players gain or purchase Asset Points, those asset points are useable only by the player that gained or purchased them. Players may have access to unique Tactical Assets during missions (potentially from base modules during campaign play, see Addendum 4).

5.2 OPFOR ACTIVATIONS

The Opfor is treated as a single entity opposing the players that will take its turn after theirs. When the Opfor turn begins, they will draw a card from the Action Deck (see Section 5.2b) and resolve its effect (if applicable), then attempt to activate a unit or marker. 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):

3. Alert Opfor Squads (starting with the closest to the nearest player unit)
2. Non-alert Opfor Squads (starting with the farthest from player units)
1. Activity markers (starting with the farthest from player units)

Opfor units are assigned Action tokens exactly as standard units but are governed by their awareness (see Section 4.3), the action card that they draw, as well as the action and behavior rules found below and in Section 4. When a squad activates, each unit is activated in descending order as they are listed on their squad card (as described in Section 4.1a).

5.2A OPFOR ACTIONS

When activated, Opfor units will act in the following manner (unless overridden by mission rules or squad benefits):

- Unaware activated units will always spend one action moving as described in Section 5.2b. If this action moves them into Alert range of a player unit, it becomes Alert and spends the remainder of its Actions moving to attack the nearest player unit (as described in Section 4.5). Otherwise, it ends its activation.
- Alert Activated units will always spend their actions moving to attack the closest player unit.

5.2B - ACTION CARDS

The deck of **Action cards** determines the actions that an unaware Opfor squad or Activity marker make and can provide the Opfor 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 entity activating that turn, as described below:

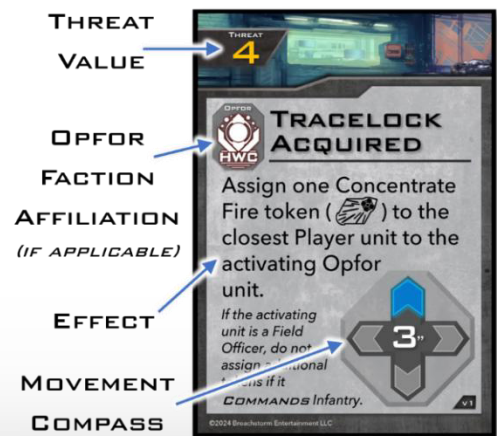
- First, resolve the Action card's effect. Keep in mind that many card effects require units to be activated (not Activity Markers), or for those units to be Alert, and so will have limited affect on some activations.
- If an Activity Marker (see Section 4.4) is being activated, move it the distance 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 Activity Marker is discovered while within Alert Range of a player unit, the Opfor units set up are Alert and immediately activate but are assigned

one fewer Action token during that activation (as described in Section 4.4a).

- If an unaware Opfor squad is being activated, each unit performs one Move action in the direction indicated as described above (to the distance listed, even if it is farther than the unit's **MV** characteristic).
- Alert Opfor units will always move to attack the closest player unit to them.

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 instead performed towards the opposite table edge.

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



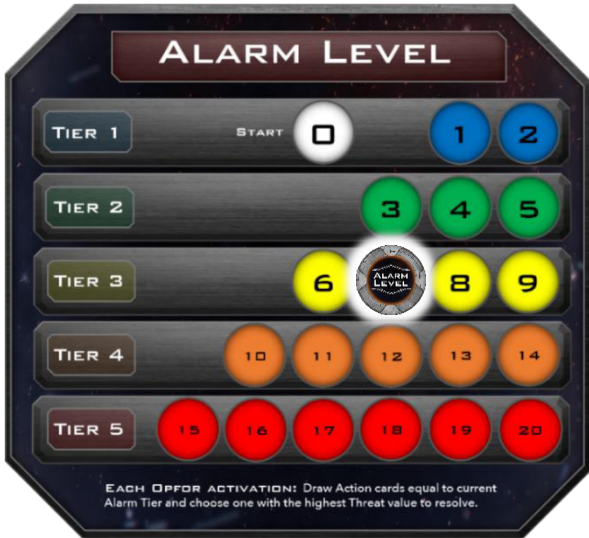
ANATOMY OF AN ACTION

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 space 0.

At the end of each round of a Covert Ops mission, increase the alarm value by 1. If any Opfor squads are Alert the alarm value also increases by the number of Aalert squads in the combat zone. 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. If the Alarm level reaches 20, all Opfor squads (whether currently in the Combat Zone or being set up) are considered Alert.



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

7.0 – INJURIES AND CASUALTIES



CASUALTY MARKER

When a player unit is destroyed during a mission replace it with a Casualty marker equal to its Size, making a note of the unit that marker was placed for. Even though such units are in the Casualty Zone, they may be returned by **Field Medicine** (as described in Section 8.1) at the cost of receiving Injuries. Player units can interact with casualty markers as though they were mission elements (the effects of which are described in Section 8).

7.1 – INJURIES

Injury cards are a unique card type that function similarly to Upgrade cards but cannot be purchased or equipped normally. When a unit receives an **Injury** (usually as the result of having Field Medicine applied to them as explained in Section 8, or by remaining in the Casualty Zone at the end of a campaign mission as described in Section 9), shuffle the Injury deck and randomly draw an Injury card from it that the unit receives.

There are two types of Injury cards found in the Injury deck: **minor injuries** and **lasting injuries**. If the Injury card drawn is a minor injury, resolve the card's effects immediately, then reshuffle it back into the Injury deck.

When a unit receives a lasting injury, choose one of that unit's upgrade slots. The Injury card will be assigned to that slot. If there is an Upgrade card already assigned to that slot it cannot be used as long as the Injury card remains assigned. Lasting injury cards remain occupying their slots permanently and persist even if the unit is subsequently destroyed, as well as between missions and Operations (see Section 9).

If all a unit's upgrade slots are filled with lasting injuries, and it would receive another lasting injury; it is considered **KIA**. KIA units cannot leave the Casualty Zone, do not generate Casualty markers, and do not participate in further Operation missions. Shuffle all Injury cards assigned to a KIA unit back into the Injury deck.

8.0 - COVERT OPS INTERACTIONS

Many Covert Ops mission elements require **interaction tests** to successfully interact. Such elements will specify a numerical difficulty, and a type for that interaction test (for example; 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 of that test, the test is successful, and the interaction proceeds as described. If the result is less than the test the interaction fails and may not be attempted again by that unit during that activation.

Some mission rules, upgrades, abilities, and special rules will provide a unit modifiers to interaction tests for interactions it performs (based on the Type of the interaction).

8.1 - CASEVAC AND FIELD MEDICINE

Player units have several unique interactions available to them when interacting with casualty markers:

- **CASEVAC** - Player units can perform an **INTERACT** action targeting a Casualty marker as if it were 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 attempt to revive them. To do so, the interacting unit must pass a Difficulty 8 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 (if it cannot be setup it is displaced as described in Core Rules Section 1.6c). After being set up in the Combat Zone unit receives one Injury (see section 7.1).

9.0 – OPERATIONS & CAMPAIGN PLAY

Covert Ops missions may be organized into **Operations** - these represent a string of missions meant to be played in order with a persistent team. When a team is constructed for an Operation, the same team is used in each mission; retaining Lasting Injuries and potentially becoming KIA between missions.

9.1 – VETERANCY DURING OPERATIONS

If players wish to, they can track XP gained between missions in an Operation and purchase or upgrade skills as described in Addendum 4 (coming soon...).

9.2 – EVACUATION & MIA UNITS

Each time a unit ends a reposition overlapping the Deployment Zone, it can choose to Evac and be removed from the Combat Zone (but do not enter the Casualty Zone).

If at any point no Player units remain in the Combat Zone, they lose the game (unless otherwise specified in the Mission Briefing). Units remaining in the Casualty Zone at the end of a game are considered **MIA** – they return in the subsequent mission but suffer one lasting injury (this can cause them to become KIA).



CAMPAIGNS

ADDENDUM 4 - COMING SOON...

CHANGE LOG

V1.0 – Initial release: incorporated game mode documents, added Hazardous & Void terrain, added optional terrain rules, added Bleed tokens & attack modifier.

Tactical Ops V1.0 – Initial Release: reworked objective selection from previous version.

Covert Ops V1.0 – Initial Release: reworked Injuries from previous version into Injury card mechanic, added activated/deactivated Activity marker support.

Cyclic Ops V1.0 – Initial Release.

V1.1 – Typo fixes and updates to engagement zone mechanic. Armor defense can reduce damage to zero. Dodge defense can now be modal. Added support for reaction attacks and the Quickdraw action. **4.21.26** - typo fixes in displacement and reaction attack rules.

Covert Ops V1.1 – Reworked Opfor mechanics to support Squad systems. Alert tokens transformed to Alert Markers. Failed Interaction tests cannot be repeated. Field Medicine interaction tests changed from Difficulty 9 to Difficulty 8. Evac mechanic added for early mission end. Support for upcoming campaign play mechanics.

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