



BREACHSTORM®

CORE RULES

v.80 **BETA** (updated 9/30/22)

"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

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 two 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. In Breachstorm, each player recruits and takes control of a team of soldiers that must complete an asymmetric objective before their opposition manages to accomplish theirs... or destroy their enemy in the process.

OVERVIEW OF PLAY

The troops one 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.

STARTING A GAME

Before the game begins, players assemble their team from units available to their faction, equip them with upgrade cards and choose the mission they wish to complete from a selection of objective cards. One player takes the role of the "attacker" while the other becomes the "defender", and they each use their corresponding objective.

Players then attempt to shape the battlefield to their advantage by placing terrain templates representing the various obstacles and obstructions. This gives each player the opportunity to create areas of cover and lines of fire they can exploit during the game.

PLAYING THE GAME

A game of Breachstorm is divided into rounds, during which players take turns activating their Field Officers, who in turn can command the infantry units around them using a resource called Order tokens. Any infantry who aren't commanded by a Field Officer will still get act independently at the end of the round, but are less effective.

Units use a resource called Action tokens to perform actions in the game such as moving, attacking, using special abilities or interacting with mission objectives. Units get a pool of these tokens when they activate, and some units can use other resources such as Fury tokens to augment their actions. Field Officers, for example, also gain Order tokens they can use to command their infantry or support them with powerful Order abilities.

Attacking your enemy is an essential part of gaining the upper hand in a Breachstorm firefight, and attacks in the game are resolved in a simple system using six-sided dice (or D6s). Each weapon a trooper carries list show many D6 that unit rolls when attacking with that weapon - just pick 3 dice from the roll, compare their total to the "Evade" of the target (how good they are at avoiding attacks), and the weapon's damage chart will tell you how much damage the attack deals.

To keep things interesting, units usually also have special defenses such as heavy armor or superhuman reflexes they can use to mitigate the effects of an attack and taking cover behind terrain can also apply penalties to incoming fire such as reduced Accuracy.

All of the rules to play Breachstorm are contained in the pages below... welcome to the fight!

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SECTION 1 - CORE CONCEPTS

1.1 - READING THE RULES

The Breachstorm rules are pretty meta, so they have a couple rules just governing how the rules work! Yo dawg, I heard you like rules...

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**. 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 help you correctly interpret the rules, but are not themselves rules.

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

1.2 - GAME ELEMENTS

All markers, templates, and units in Breachstorm are collectively called **game elements**. The 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 3: Unit Profiles).

1.2B - UNITS, TROOPERS AND SIZES

The figures used in Breachstorm are called **units**. Each unit has a matching profile with its rules of play. Field Officer and Infantry units may also be referred to as **troopers**.

A unit cannot overlap a friendly unit except during a Move (1.6b). A unit cannot overlap an enemy unit at any time.

Your own units are called **friendly units**. The units of your opponent are called **enemy 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 2.1) are referred to as **regulars**. Contractor units (*mercenaries that all factions can recruit*) are referred to as **contractors**.

1.2C - MARKERS

Some effects (such as AOE attacks, see Section 5: Making Attacks) may call for a **marker** to be placed. A marker is simply a circular game element, and once placed markers only serve to measure distances for effects and may be overlapped by units. Markers will have size indicated by the rule that generates them.

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 any unit would leave the combat zone, place it on the legal position closest to the edge along its path of 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 distance measurements but must remove them at the request of their opponent.

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 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 **within 0"** of another game element when they are base to base or overlapping.

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1.4A - COMMAND RADIUS

Command Radius, (also referred to as **Rad**) is a special measurement used by Field Officer units. Units within a distance equal to a Field Officer's Rad value in inches are within Rad of that Field Officer.

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

Game elements can be repositioned during play in four ways: **Push**, **Move**, or **Place**.

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.

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

The push also ends if the game element would overlap another unit, obstructing terrain, or low terrain. However, a game element may push while base to base with such game elements.

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 or obstructing 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.

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 place it at a new point on the combat zone within or completely within, as listed, the specified distance. You cannot place a game element overlapping other units, obstructing terrain or low terrain.

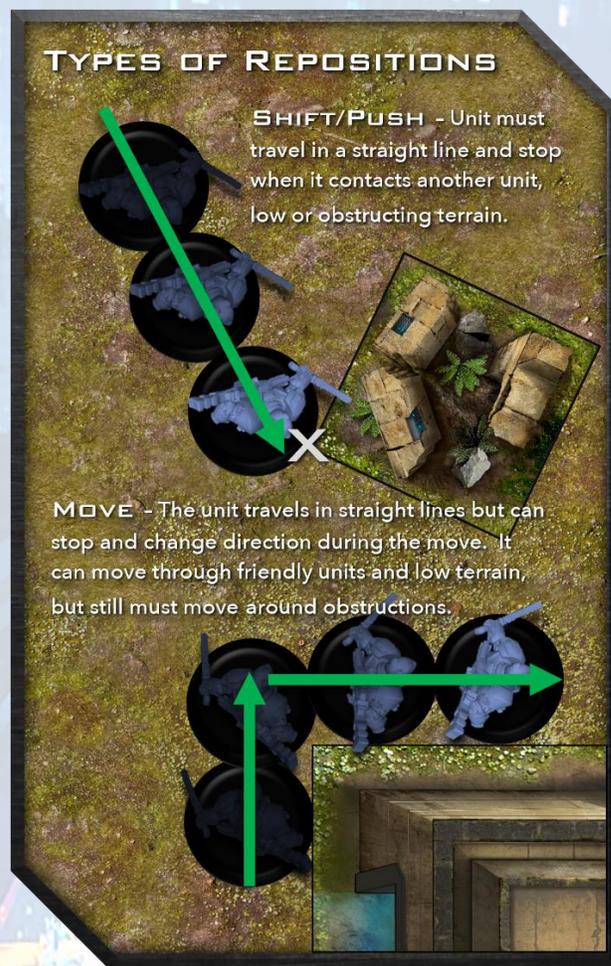
When you place a game element onto the combat zone, it cannot overlap other units, obstructing terrain, or low terrain.

To summarize:

Push repositions a game element in a straight line and stops when it hits other units, obstructing terrain, or low terrain.

Move repositions a game element in a flexible line as long as it does not move into enemy units or obstructing terrain or ends overlapping a friendly unit or low terrain.

Place picks a unit up and plops it down at a new position that does not overlap another unit, obstructing terrain, or low terrain.



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

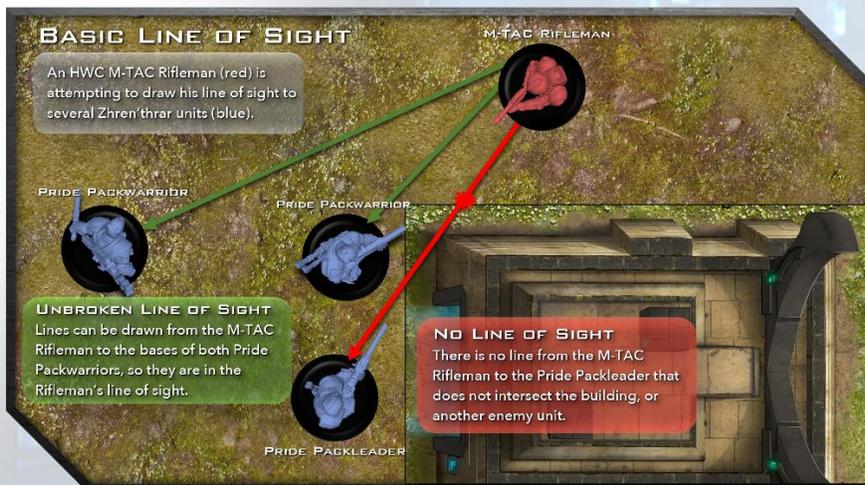
game element from which LOS is being drawn) to the **destination** (the point or game element to which LOS is being drawn) without overlapping an enemy unit or a terrain feature that blocks LOS.

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 you trace between two game elements that are not completely within it. However, Obscuring Terrain does not block LOS if either or both game elements are completely within it.

A unit has LOS to all points within obscuring terrain. However, obscuring terrain blocks LOS to units not completely within it unless the origin unit is completely within the Obscuring Terrain. Obscuring terrain blocks LOS to game elements and points on the combat zone unless the origin unit is completely within it



SECTION 2 - STARTING A GAME

2.1 - TEAMS

Breachstorm is a competitive game for two players. Each player controls a team of miniatures. Before a game begins, each player chooses one of the following factions:



HOMEWORLD
CONFEDERACY



ZHREN'THRAR
PRIDES



VOLUCRID
HOST

Each player then creates a team by spending up to 100 **Requisition** and 5 **Special Requisition** (see Section 2.2) to purchase units belonging to their chosen faction, Contractor units, upgrades, 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; the player with the most leftover Requisition has a bonus during the Determine Initiative step of the game (see Section 2.4).

After spending their Requisition on units and upgrade cards, each player chooses one Attack and one Defense objective.

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 Page 11 for more information about unit subtypes).

2.2 - SPECIAL REQUISITIONS

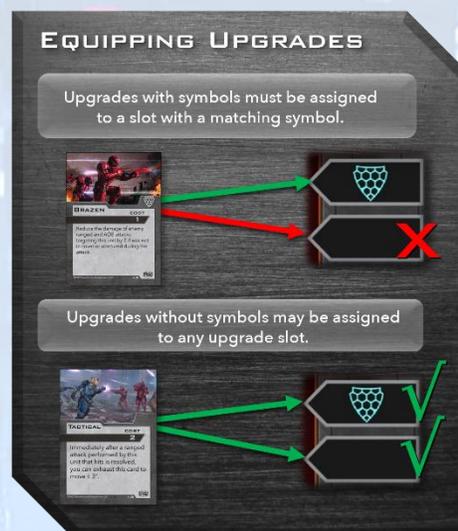
Special Requisition is requisition that can only be spent to pay the Cost of upgrades (see section 2.2a) and Asset Points (explained in section 2.3). These costs may be paid in any combination of Requisition and Special Requisition.

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 2.3.

2.2A - 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 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 they are equipped to. Unless otherwise noted the rules in an upgrade profile refer to its assigned unit.

2.2A - EXHAUSTING, DISCARDING, AND RE-EQUIPPING UPGRADES

Some upgrades require that they be **exhausted** to gain some benefit. When 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.

Upgrades that are **discarded** are no longer equipped, and have no further effect unless they are **re-equipped** by some effect.

2.3 - 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 as described in Section 2.2, and can gain them throughout the game.

To use a tactical asset, a 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.

Tactical assets confer immediate benefits, but some may only be purchased at specific times.

2.3A - GAINING ASSET POINTS IN PLAY

Each player's objective card, and some units, will specify ways to immediately gain asset points.

Field Officers may also generate Asset Points by using the **CALL IN SUPPORT** ability (see section 4.3e).

2.3B - TACTICAL ASSETS

Each player's objective card will list tactical assets that that player may purchase during play. In addition, both players can purchase tactical assets from the following list regardless of their objective:

COST
1 AP **ADRENALINE RUSH**

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

COST
1 AP **SECOND CHANCE**

During the "modify attack pool" step of an attack performed by one of your units, you can purchase this asset to reroll all dice in the attack pool.

COST
1 AP **CONCENTRATE**

During the "modify result pool" step of an attack performed by one of 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.

2.4 - OBJECTIVES

Objective cards list the mission that each player's team is tasked with completing. 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** (also referred to as **VP**) which are key to winning the game, additional asset points, and provides a suite of tactical assets to use in addition to the four common assets described in section 2.3B. The tactical assets listed on a player's objective card may only be purchased by that player.

As described in the Section 2.5, one player will take the role of the attacker and use their attack objective, while the other will be the defender and use their defense objective. A player is referred to as the **owner** of the objective they are using.

2.4A - MISSION PARAMETERS AND SCORING VP

VP is scored by fulfilling specific actions during the game called Mission Parameters. The "Mission Parameters" section of each objective card lists one or more mission parameters that the player must complete in order to score, and the number of VP that player scores for completing it.

Some Mission Parameters score immediately when their conditions are met, while some score in the Victory Phase (see Section 4.1 - Game Rounds).

2.4B - OBJECTIVE SCENARIO ELEMENTS

Some objectives require that additional game elements be set up at the start of the game. These are **scenario elements**, and are typically made up of **zones** or **terminals**. Zones are large markers that terrain cannot be set up overlapping, and terminals are treated as terrain features. Terminals are not considered terrain features for the purposes of enemy objectives however.

2.5 – SETTING UP A GAME

After both players have chosen teams, they follow the following procedure:

1. CHOOSE BOARD EDGE

Players choose opposite board edges to play on.

2. DETERMINE INITIATIVE

The player that spent the fewest Requisition wins Initiative. On a tie each player rolls 1d6, and the player who rolls the higher result wins Initiative. If the roll is a tie, roll again until one player wins.

3. DETERMINE ATTACKER AND 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.

4. SET UP SCENARIO ELEMENTS

Set up the attacker's Attack Objective on the board, as described on its objective profile, and do the same for the defender's Defense Objective.

5. SET UP TERRAIN

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

- a. Terrain templates may not be placed within 6" of any table edge.
- b. Terrain templates may not be placed within 2" of any other terrain piece (including scenario elements).
- c. Terrain templates may not be placed overlapping any zone scenario elements.
- d. Unless otherwise specified, the Terrain Pool consists of the following terrain templates:
 - i. 1 Large Obstructing Terrain
 - ii. 2 Small Obstructing Terrain
 - iii. 2 Square Low Terrain
 - iv. 2 Long Low Terrain
 - v. 1 Obscuring Terrain
 - vi. 1 Difficult Terrain
- e. Any terrain features that cannot be placed are discarded.

6. SET UP TEAMS

The area of the board completely within 12" of their chosen board edge is that player's **deployment zone**. After all terrain in the terrain pool has been placed, 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.

Once teams are set up, the game begins as described in section 4.1 - Game Rounds.

2.6 - TERRAIN RULES SUMMARY

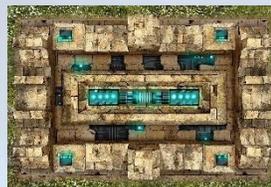
The exact terrain templates used in Breachstorm can be found in the "Terrain Templates" document. The rules for each terrain type are intentionally abstract so they can be used to represent a variety of terrain pieces to fit player's collections.

Mention of terrain rules can be found in specific sections that interact with them, but a summary of all terrain rules can be found here.

2.6A – TERRAIN STATES

Some objectives may give terrain templates states such as Scanned, Primed or Demolished. These states do not change the rules of the terrain template and a single template may have multiple states at once.

2.6B - OBSTRUCTING TERRAIN



The three **obstructing terrain** templates (1 Large, 2 Small) block LOS, provide cover and obscure ranged and AOE attacks (see Section 5.2a "Cover and Obscurement").

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 or shifts 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.

2.6C - LOW TERRAIN



The four **low terrain** templates (2 square, 2 long) provide cover and obscure ranged and AOE attacks, but do not block line of sight and may be attacked over.

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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.

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

2.6D - OBSCURING TERRAIN



Obscuring terrain may be overlapped and repositioned through freely, however line of sight may never be drawn through two edges of the template.

Units within obscuring terrain are considered obscured against ranged attacks.

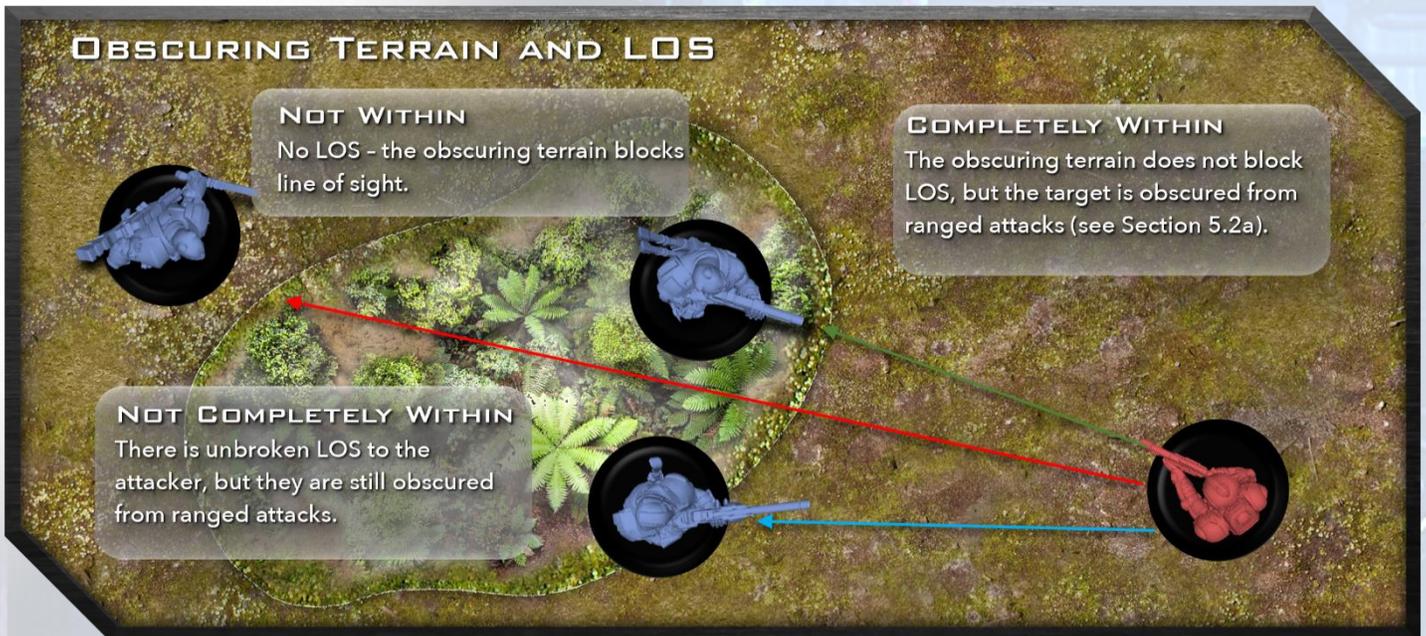
These are meant to represent terrain that may not necessarily slow down an elite soldier, but still obstruct fire such as a forested area or dense cloud/smoke from a vent.

2.6E - 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.

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



SECTION 3 - UNIT PROFILES

1 → M-TAC SUPPORT GUNNER

2 → INFANTRY / M-TAC

3 → HWC

4 → v.8

5 → COST 14

6 → [Damage Value: 26]

7 → [Icons: Grenade, Ammo]

8 → DCE 112 HMG
RNG ACC 1+ 5+ 9+
12" 3 4 8 10
RAPID FIRE

9 → COMBAT BLADE
RNG ACC 3+ 5+ 8+
1" 4 6 10 14

10 → ACT 1*/+1 EV 6 MV 4" SZ 30

11 → [Icon: Upkeep]

12 → MOVE ∞ DEFENSIVE FIRE (∞, hand icon)
You can perform this action when an enemy ends a move within 12" and LOS of this unit.

14 → ATTACK ∞ Immediately perform a ranged attack targeting that enemy. The Dodge defense may not be applied against this attack and any additional attacks it generates.

15 → INTERACT

STORM

13 → SPECIAL RULES

CONCENTRATE FIRE
At the end of this unit's activation assign 1 Concentrate Fire token (👁️) to each enemy it targeted with a ranged attack during that activation.
During this unit's activation its ranged attacks gain +1 Acc for each Concentrate Fire token assigned to the target.

SPECIALIZED AMMUNITION
Immediately before performing a ranged attack with this unit, choose one of the following attack modifiers:
• MARKER (👁️)
• REND (🔪)
• SUPPRESSION (👇)
Until the attack is resolved all hit levels of that attack gain the chosen attack modifier.

***PREPARATION**
At the start of each Upkeep phase assign this unit one Action token (👤).

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**. Words 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 of that subtype.

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

4. **VERSION NUMBER** - This value will be updated when the card is altered, and a master list of all current version numbers will be maintained.

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 5.7 "Applying Damage and Destroying Units").

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7. **UPGRADE ICONS** - Each grey arrow icon () in this area represents one upgrade slot. Upgrade slots with symbols inside them may house generic upgrades or upgrades with matching symbols, while upgrade slots with no symbols may only house generic upgrades (see Section 2.2a - Upgrades).

8. **WEAPONS** - The profiles for the weapons this unit may use while making attacks are listed here. The type of the 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.

9. **SPECIAL WEAPON ATTRIBUTES** - This area lists rules that are specific to that weapon; the full rules for each rule can be found in Section 5.7 "Special Weapon Attributes".

10. **UNIT STATLINE** - This block lists the following stats: Move (Mv), Evade (Ev), Action (Act), Starting Action Pool

(the number before the "/") and Command Modifier (the +X number after the "/"), Size and Cost. Field Officers will also have their Order and Radius values listed here.

11. **DEFENSES** - Each icon listed here is a defense that the unit may use in response to an attack (see Section 5.6 "Defenses").

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.

13. **SPECIAL RULES** - These rules 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 4.3c "Ability Attributes".

15. **COMMON ACTIONS** - The common actions a unit may perform are listed along the sidebar here. For full rules for each of these actions can be found in Section 4.3d "Common and Special Actions".



SECTION 4 - PLAYING A GAME

4.1 - GAME ROUNDS

Once all the steps listed Section 2.4 "Setting Up A Game" section have been completed, the game begins! A game of Breachstorm is divided into "rounds", each of which follows the following structure:

1. START PHASE

If this round is the first of the game, the attacker is the **first player**.

If this round is not the first, then the player who was not the last to activate a Field Officer unit in the previous round becomes the First player.

If neither player activated a Field Officer unit in the previous round, the player who was not the last to activate a unit becomes the First player.

The player who is not the first player becomes the **second player**.

2. UPKEEP PHASE

Resolve effects that occur during the Upkeep Phase now.

3. ACTIVATION PHASE

Players take turns activating their units according to the procedure below. A player must have activated all of their Field Officers before activating any of their Infantry. If all the units on a player's team are ever destroyed, the other player immediately wins the game.

- a. The first player becomes the **active player** and chooses an unactivated unit to activate as described in Section 4.2 "Activating a Unit."
- b. Then, the second player becomes the active player and chooses an unactivated unit to activate, as before.
- c. If a player becomes the active player and has no unactivated units remaining in their team, they **pass** and their opponent becomes the active player again. Once both players are forced to pass the activation phase ends.

4. VICTORY PHASE

At the beginning of this phase, any mission parameters that score in victory phase are resolved. Then at the end of this phase, if a player has at least 10 VP and has more VP than their opponent, they win the game.

5. END PHASE

Remove tokens and effects that expire at the end of a round.

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

4.2 - 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. If it is a Field Officer, also assign it Order (●) tokens equal to its Order value.

After it is assigned tokens the unit may then use abilities as described in Section 4.3 - Abilities.

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

4.3 - ABILITIES

When activated, a unit can use its **abilities**.

When you use a unit's ability, follow its instructions, 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 4.3c - Ability Attributes).

You can use each ability of a given unit once per round, even if another effect would give the unit multiple of the same ability.

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 a number of Tokens assigned to the unit equal to the Cost of the chosen ability. The cost of the ability will list the icons of tokens that may be spent to pay the cost of that ability. See Section 6 - Tokens- for a list of token icons.

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.

4.3A - PAYING FOR ABILITIES

An ability will specify in its profile the number and type of tokens that must be spent during its "Pay Cost" step. Some abilities allow multiple types of tokens to be spent to pay their cost.

For example: an action may cost "1 Action or 1 Fury" (▲ or ♣), in which case you could pay the cost using either token.

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.

4.3B - ACTIONS VS ORDERS

Actions and Orders are both abilities, but Orders may only be issued by Field Officers.

Rules pertaining to units completing actions will refer to the unit as **performing** the action.

Rules pertaining to unit completing Orders will refer to the unit as **issuing** the Order.

4.3C - 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. **OPPONENT DECLARES INTERRUPTS**
The active player's opponent declares all interrupt actions they intend to use in response to the triggering event.
3. **PAY COSTS**
Pay the cost of each declared interrupt ability by spending the appropriate tokens, as explained in the "Pay Cost" section of the procedure in Section 4.3.
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 they choose.



UNLIMITED

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



PSYCHOKINETIC

See Section 4.4 "Psychokinetic Actions and Points".

4.3C - CANCELING ACTIONS

When an ability is **canceled** by an ability or special rule while being performed, stop resolving the ability immediately.

A canceled ability is considered to have not 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.

4.3D - COMMON AND SPECIAL ACTIONS

All the actions a unit may perform are listed on their profile. Common actions are listed, but their 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 target scenario element within 0". A player's objective card will specify which scenario or game elements can be interacted with.

REFRESH

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

4.3E - 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.

CALL IN SUPPORT

This unit's controlling player gains 1 Asset Point.

4.4 - PSYCHOKINETIC ACTIONS AND POINTS

Psychokinetic actions are special abilities whose cost is paid in **Psychokinetic points** (also referred to as **PKP**). Otherwise these actions are performed in 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, beside the damage track. Each circle represents one PKP.

4.4A - 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).

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 spend again.

4.5 - 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.

4.5A - "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.

4.5B - ENHANCEMENTS

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

Unlike other special rules, enhancements are not always 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.

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 5 - MAKING ATTACKS

5.1 - ATTACKER, TARGET, AND POINT OF ORIGIN

A unit performing an attack is the **attacker**. A unit receiving an attack is the **target** until the attack is resolved. AOE attacks can affect 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.

5.2 - MAKING ATTACK ROLLS

When a unit performs an attack during the attack procedure it is called upon to make an attack roll, as follows.

1. ROLL ATTACK POOL

Roll several d6s equal to the Acc value of the chosen weapon, including any modifiers (such as *obscurement*). These dice are referred to as the **attack pool**.

2. 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.

3. SELECT RESULT POOL

Select three dice in the attack pool. The selected dice form the **result pool**.

4. MODIFY RESULT POOL

Add dice to the result pool, then subtract dice from the result pool as directed by any modifiers or special rules.

5. 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**.

- 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)).
- 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.
- Otherwise, the attack is a **hit**.

MAKING ATTACK ROLLS

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



PRIDE
PACKLEADER

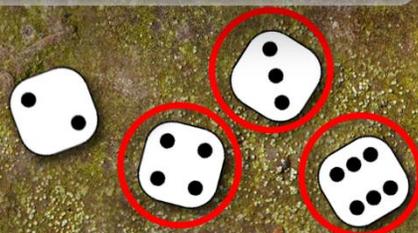
ROLL ATTACK POOL

Acc 4=roll 4 dice



CHOOSE RESULT POOL

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



Sum=13



M-TAC
RIFLEMAN
(Evade 6)

SUBTRACT TARGET'S EVADE

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

DETERMINE HIT LEVEL

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

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

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

In this case, result of 7 deals 10 damage.

5.2A - 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 base to base with 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 point of origin travels over the obstructing or low terrain template with which the target is base to base.

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 the 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 completely within the area of obscuring terrain.

An attack suffers -1 Acc while the target unit 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 in cover or obscured, unless the target is base to base 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.*

5.3 - ENGAGEMENT ZONE

A unit's **engagement zone** covers the area of the combat zone within 1" of that unit and within its line of sight.

Units within the engagement zone of an enemy unit are **engaged** with that unit.

While a unit is engaged it may not perform ranged or AOE attacks and benefits from engagement when targeted by ranged attacks. Attacks targeting units benefitting from engagement suffer -1 Acc.



5.4 - ATTACK PROCEDURE

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

1. CHOOSE WEAPON

Choose a weapon listed in the unit's profile.

- a. 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.
- b. If the attack being performed must be of a certain type (ranged, melee or AOE), a weapon of the corresponding type must be chosen.

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 of the chosen weapon 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.

3. DETERMINE TARGETS

Units within a distance of the AOE marker equal to the AOE value of the chosen 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 even if they are friendly to the unit performing the attack.

Perform the remaining steps of this procedure for each target in the order the Attacking unit's controlling player chooses, then remove the AOE marker.

4. MAKE ATTACK ROLL

As described in section 5.2.

5. APPLY ATTACK MODIFIERS

Determine which of the attack's attack modifiers will apply, and resolve their effects if necessary.

6. 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)

7. 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.

8. DEAL DAMAGE

Assign Damage equal to the Dam value of the attack's Hit Level after modifiers have been applied.

5.5 - ATTACK MODIFIERS

Some weapon's Hit Levels may list attack modifiers. The effects of these modifiers are applied during the Apply Attack Modifier step of attacks using that weapon. The rules for modifiers are found below:



ARMOR PIERCING

The target unit may not use the Armor defense on its profile with the highest value during this attack.



CONCUSSION

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



IMPACT

push the target 2" directly away from the attacker, and the target may not use the Dodge defense in response to that attack.



INFEST

If the target is enemy to the attacking unit and currently has no Infest tokens assigned to it after the attack is resolved, assign it one Infest token.



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 defense listed multiple times in its profile, each must be chosen individually.

For example; if the target has both the Armor (2) and Armor (4) defenses, an attacker that hits and applies one Precise attack modifier can choose to stop the target from using their Armor (4) 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

Assign the target unit one Suppression token.

5.6 - 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 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 a value of X (where X is the number in parentheses listed after Armor) to a minimum of 1.



BRACE

Reduce the number of damage that would be dealt by the attack by half, rounding down.



DODGE

Reduce the damage suffered by the target by 1, 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.



RIPOSTE

This unit may immediately perform a Riposte attack using one of its melee weapons, targeting the attacker (if it is within range and LOS). If this attack hits, reduce the damage that would be dealt by the original attack by 1 if the Riposte attack was a Glancing hit, 2 if it was Moderate hit, or 3 if it was a Critical hit. After the Riposte attack is resolved, continue the original attack sequence even if the attacking unit was destroyed.

5.7 - APPLYING DAMAGE AND REMOVING CASUALTIES

When a unit is assigned damage equaling or exceeding their Damage value, that unit is immediately **incapacitated**. Effects that occur when a unit is incapacitated are resolved, then the unit is **destroyed**. After a unit is destroyed, it is removed from the combat zone and placed in the casualty zone.

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 generally no longer relevant to the game. Casualties cannot activate or use abilities.

Note; Damage is indicated by the damage boxes printed on the unit's profile that can be filled in when the unit takes damage. When all the boxes are filled that unit's damage value has been exceeded and they are incapacitated.

5.7A - 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 will inflict damage or allow attacks to be performed. In these cases, an unspecified unit belonging to the objective's owning player is considered to be the source.

5.8A - HEALING DAMAGE

When damage is **healed** from a unit, it is discarded and no longer assigned to that unit.

5.8 - 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.

SECTION 6 - 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 so that their association with that unit is obvious. 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. Units often gain effects or abilities by spending tokens and can only do so once per individual token, but may do so more than once per token type.

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.



CONCENTRATED FIRE

Concentrated Fire tokens affect some special rules.

All Concentrated 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

While a unit has one or more Suppression tokens assigned to it, that unit cannot perform Move, Assault or Storm actions.

As a free action during its activation a Field Officer may spend any number of Order tokens to discard an equal

number of Suppression tokens from friendly regulars within its Rad.

As a free action during its activation a unit with Suppression Tokens assigned to it may spend any number of Action tokens to discard an equal number of Suppression tokens assigned to it.

Discard all 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 +4 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 Volgox Crawler unit with one unassigned damage in base contact with it. The Volgox Crawler 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.

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

CHANGE LOG

V.10 - Initial Release

V.101 - Added "Terrain Rules Summary" section for easy reference, clarified what multiple damage tracks on a single infantry card represent, removed verbage in Fury token wording that made it seem like Assault could be performed unlimited times.

V.20 - Added "Command Imperative" Tactical Asset. Suppression attack modifier disallows use of Dodge.

V.30 - General wording update, Push/Shift nomenclature change, Psychokinetics rework, free action nomenclature added and defined, melee range reworked to engagement zone, added "apply damage modifiers" step to attack procedure, streamlined melee and ranged attack procedures, Supression (X) changed to Suppression, added Riposte defense.

V.40 - Design overhaul, added new token & icon art, Asset Points reduced to Cost 2, added Impact Attack Modifier, reworked Interrupt ability procedure, added reposition direction definition, added combat zone and casualty zone definition, added "regular" terminology support.

V.41 - Repaired some formatting issues and fixed typos, changed Concentrate to add d3 instead of d6. Added Infest attack modifier and token.

V.50 - Replaced "model" references with unit/trooper nomenclature. Added "Assassinate" weapon attribute, corrected issue that allowed Field Officers to end activations within Infantry activations, reworked "Call in Support" as an order rather than special rule, added Volucrid Host symbol to list of faction icons, minor typo and wording cleanup.

V.60 - Added Introduction and gameplay overview, clarified Asset Point scoring based on objectives, added "terrain states" support, obscuring terrain changed to block LOS only to units not completely within it, Suppression attack modifier changed to no longer disallow the use of Dodge, Marker and Concussion tokens now add flat bonus rather than a die set to a facing.

V.70 - Objective card rework; Mission Parameters added. New Unique subtype rules added, obscuring terrain diagram reworked. Added FAQ & commonly misplayed rules section.

V.80 - Damage rework, objective and upgrade rework. Added 'modify attack pool' step. Refresh action added. Attack modifier rework; all tokens are applied after damage is resolved, Concussion token effect rework. Riposte, Dodge and Brace defense rework. Healing nomenclature added.

FAQ & COMMONLY MISPLAYED RULES

Q: *Does a unit have to spend all its Action tokens during its activation?*

A: No. Any unspent tokens remain assigned to the unit until the end of the round.

This means that units with Interrupt abilities can save those tokens to spend them later on during the round.

Q: *Is a unit required to perform an attack after performing an Assault or Storm action?*

A: No, you can even use these actions just to move without attacking (useful to move more quickly if you can perform these actions using an alternative resource to Action tokens, such as Fury tokens).

Have rules questions or comments of your own?

Contact the team at questions@breachstorm.com!

OTHER INFO

Thanks to Mekanika Studios, and Game-Icons users sbed, Lorc, Skoll and Delapouite for their icon designs.

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