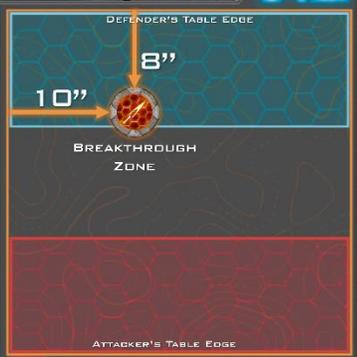


BREAKTHROUGH

v1



DEFENDER'S TABLE EDGE

ATTACKER'S TABLE EDGE

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

FERAQ GH'A'HARA, MU'RHASA PRIDE PACKMISTRESS

SETUP

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

MISSION PARAMETERS

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

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

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

TACTICAL ASSETS

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

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

COST 1 AP KILL SWEEP

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

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

RECON SWEEP

v1

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

SETUP

Set up the Combat Zone as normal.

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

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INTERACTIONS

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

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

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

MISSION PARAMETERS

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

TACTICAL ASSETS

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

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

COST 1 AP MOBILITY

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

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

COST 1 AP SENSOR SWEEP

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

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

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

RETRIEVE INTELLIGENCE

RETRIEVE INTELLIGENCE

SETUP

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

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

INTERACTIONS

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

INTERACTIONS (CON'T)

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

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

MISSION PARAMETERS

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

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

TACTICAL ASSETS

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

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

COST 1 AP **MISSION CRITICAL**

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

COST 1 AP **MOBILITY**

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

DATA SABOTAGE

DATA SABOTAGE

SETUP

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

INTERACTIONS

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

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

MISSION PARAMETERS

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

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

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

TACTICAL ASSETS

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

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

COST 1 AP **ELECTRONIC WARFARE**

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

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

DATA SECURITY

VP

AP

DATA SECURITY

SETUP

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

INTERACTIONS

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

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

MISSION PARAMETERS

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

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

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

TACTICAL ASSETS

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

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

COBT
1 AP **SECURITY SWEEP**

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

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

HOLD POSITION

VP

AP

HOLD POSITION

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

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

C26 COVERT RESEARCH OUTPOST
FINAL TRANSMISSION

SETUP

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

MISSION PARAMETERS

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

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

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

TACTICAL ASSETS

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

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

COBT
2 AP **CLOSE AIR SUPPORT**

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

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

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

SCORCHED EARTH

v1

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

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

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

COL. HARRISON SHALE
C26 OUTPOST SECURITY CHIEF

SETUP

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

SCORCHED EARTH

VP

AP

INTERACTIONS

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

DETONATE CHARGE

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

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

MISSION PARAMETERS

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

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

TACTICAL ASSETS

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

TACTICAL ASSETS (CON'T)

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

COST 1 AP **GO TO GROUND**

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

COST 1 AP **SATCHEL CHARGE**

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

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

BREACHING

EVACUATE FACILITY

v1

The diagram shows a rectangular area representing the Evacuation Zone. At the top is the 'ATTACKER'S TABLE EDGE' and at the bottom is the 'DEFENDER'S TABLE EDGE'. Two 'NONCOMBATANT' units are positioned at the top, 8" apart. A central 'EVACUATION ZONE' is 8" wide. Dimensions are marked: 15" from the top noncombatant to the top of the zone, 10" from the top noncombatant to the right edge, 13" from the left noncombatant to the left edge, and 13" from the left noncombatant to the right edge.

SETUP

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

DURING THE ROUND

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

VICTORY PHASE

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

EVACUATE FACILITY

VP

AP

INTERACTIONS

You units can Interact with unactivated Noncombatants. When they do, the Noncombatant is Commanded as if the interacting unit was a Field Officer.

Reminder; unactivated units are those that haven't activated yet in that round.

MISSION PARAMETERS

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

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

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

TACTICAL ASSETS

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

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

COST 1 AP **MISSION CRITICAL**

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

COST 1 AP **CASEVAC**

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

Move target other friendly unit within 1" up to 2" in any direction.



VP



AP

HACK & SLASH

v1

HACK & SLASH

SETUP

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

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

All Data Terminals are Low terrain.

INTERACTIONS

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

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

MISSION PARAMETERS

All players can score the following mission parameters:

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

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

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

TACTICAL ASSETS

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



VP



AP

KING OF THE HILL

v1

RELAY RACE

SETUP

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

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

CONTROL ZONES

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

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

INTERACTIONS (CON'T)

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

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

MISSION PARAMETERS

All players can score the following mission parameters:

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

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

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

TACTICAL ASSETS

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



VP



AP

RELAY RACE

SETUP

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

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

INTERACTIONS

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

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

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

INTERACTIONS (CON'T)

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

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

TACTICAL ASSETS

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

MISSION PARAMETERS

All players can score the following mission parameters:

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

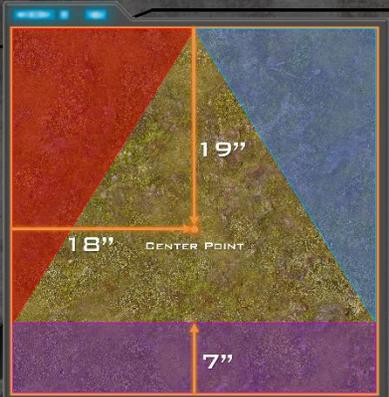


VP

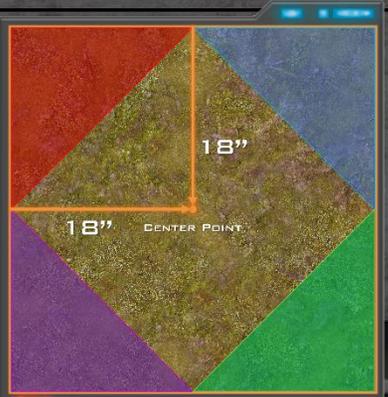


AP

CYCLOPS GAME SETUP



3 PLAYERS



4 PLAYERS

GHOSTS IN THE MACHINE

GHOSTS

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

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

UPKEEP PHASE

Each Ghost gains 2 AP each Upkeep Phase.

TACTICAL ASSETS

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

COST 1 AP **DISORIENTED RUSH**

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

COST 1 AP **CURSED CHANGE**

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