

# BREACHSTORM

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 SPUR. WITH EXPLORATION CAME FIRST CONTACT WITH THE OTHER INTELLIGENT LIFE-FORMS WITH WHOM WE SHARE OUR CORNER OF THE GALAXY. SOME OF THESE MEETINGS WERE PEACEFUL... SOME WERE NOT.

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

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

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

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

For the full rules of the game, and instructions on playing the other game formats visit [breachstorm.com/rules](https://breachstorm.com/rules).

## Starter Set Components

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



DEFENSE OBJECTIVE MARKER



ATTACK OBJECTIVE MARKER



INITIATIVE TRACKER

## SETTING UP THE GAME

### STEP 1: RECRUIT TEAMS

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

### STEP 2: DEFINE THE COMBAT ZONE

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

### STEP 3: DETERMINE INITIATIVE

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

### STEP 4: SET UP OBJECTIVES

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

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

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

### STEP 5: SET UP TERRAIN

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

### STEP 6: SET UP TEAMS

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



# PLAYING THE GAME

## INITIATIVE

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

## ACTIVATING UNITS

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



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

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



INFANTRY'S ACT VALUE & COMMAND MODIFIER

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

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

## USING ABILITIES

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



ACTION TOKEN



ORDER TOKEN

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

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

## FIELD OFFICER ORDERS

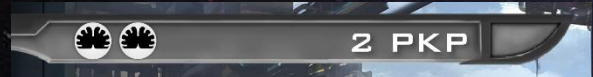
In addition to the special and common abilities listed on their profile cards - all Field Officer units can issue the **COMMAND** and **CALL IN SUPPORT** orders:

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

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

## PSYCHOKINETIC ACTIONS

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



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

## EXAMPLE ACTIVATION

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

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

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

## ATTACKING

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

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



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



## ATTACK PROCEDURE

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

## LINE OF SIGHT AND COVER

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

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

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

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

## BASIC LINE OF SIGHT

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

PRIDE PACKWARRIOR

PRIDE PACKWARRIOR

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

PRIDE PACKLEADER

**NO LINE OF SIGHT**

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

## MAKING ATTACK ROLLS

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



PRIDE  
PACKLEADER

### ROLL ATTACK POOL

Acc 4=roll 4 dice



### CHOOSE RESULT POOL

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



Sum=13

### SUBTRACT TARGET'S EVADE

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

### DETERMINE HIT LEVEL

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

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

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

In this case, result of 7 deals 10 damage.

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

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

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



## IN COVER VS. OBSCURED



### IN COVER

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

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

M-TAC RIFLEMAN

PRIDE PACKWARRIOR

PRIDE PACKWARRIOR

### OBSCURED

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

## ASSET POINTS AND TACTICAL ASSETS

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

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



ASSET POINTS CAN BE MARKED HERE ON YOUR MISSION CARD.

### ENDING THE ROUND

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

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

### WINNING THE GAME

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

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



VICTORY POINTS CAN BE MARKED HERE ON YOUR MISSION CARD.

## WHERE TO GO NEXT?

Expand your game with new factions, units, missions, and upgrades, available at [breachstorm.com/store](https://breachstorm.com/store).



New ways to play including multiplayer and solo/cooperative available at [breachstorm.com/rules](https://breachstorm.com/rules).



Learn more about the Quiet War for the Spur at [breachstorm.com/universe](https://breachstorm.com/universe).