BREACHSTORM®

CORE RULES

v.41 **BETA** (updated 9/27/18)

"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 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

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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, each model's profile, each objective's profiles and each upgrade profile. All these rules work together and all three are necessary to play Breachstorm. The rules in this document are the **core rules**. All other rules are **profile rules**. Profile rules supercede the core rules.

Italicized text (*like this, for example*), whether in the core rules or profile rules, denotes tips, examples, and designer notes that will help you correctly interpret the rules, but are not rules.

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

1.2 - GAME ELEMENTS

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

1.2A - MODELS

The figures used in Breachstorm are called **models**. Each model has a matching profile with its rules of play.

Small (S) models have bases that are 30 mm in diameter, **Medium** (M) models are 40 mm in diameter, and **Large** (L) models are 50 mm in diameter.

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

Your own models are called **friendly models**. The models of your opponent are called **enemy models**. Models consider other models that do not belong to their team enemy models.

Models that are members of a team's faction (see Section 2.1) are referred to as **regulars**. Contractor models are referred to as **contractors**.

1.2B - AURA MARKERS

Some effects may call for an **aura marker** to be placed. An aura marker is 30mm diameter circle that cannot be placed overlapping a model. Once placed, however, these markers only serve to measure distances for effects, and may be overlapped by models.

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.

Models cannot leave the combat zone. If any model 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 from the points of game elements closest to each other. 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.

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

1.4A - COMMAND RADIUS

Command Radius, (also referred to as **Rad**) is a special measurement used by Field Officer models. Models within a

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distance equal to a Field Officer model'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**, **Place**, or **Shift**.

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 of the game element 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 model, 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 may 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 model or obstructing terrain. In contrast, a game element can overlap a friendly model or low terrain during its Move, but it cannot end its Move overlapping a friendly model or low terrain.

1.6c - Place

A **place** repositions a game element on the board without sliding it.

When you place a game element that is already on the board, pick it up and then place it at a new point on the board within or completely, as listed, within the listed distance. You cannot place a game element overlapping other models, obstructing terrain or low terrain.

When you place a game element onto the board, it cannot overlap other models, obstructing terrain, or low terrain.

1.6d - Shift

When you perform a **shift**, follow the same rules as for a push. However, each player may only shift a given model once per round.

REPOSITIONS

Shift/Push - Model must travel in a straight line and stop when it contacts another model, low or obstructing terrain.

Move - The model travels in straight lines but can stop and change direction during the move. It can move through friendly models and low terrain, but still must move around obstructions.
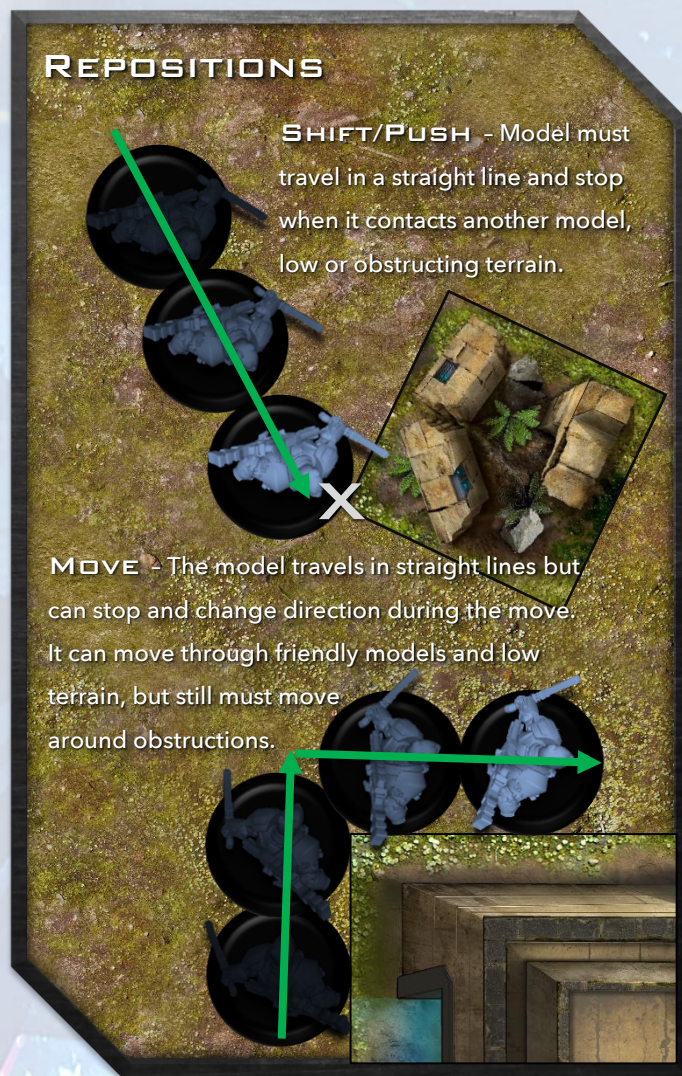
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For example: a model may be shifted once by a friendly model and once by an enemy model, but afterwards may not be shifted again that round.

To summarize:
Push *repositions a game element in a straight line and stops when it hits other models, obstructing terrain, or low terrain.*
Shift *is a push that can only affect a model once per player per round.*
Move *repositions a game element in a flexible line as long as it does not move into enemy models or obstructing terrain or ends overlapping a friendly model or low terrain.*
Place *picks a model up and plops it down at a new position that does not overlap another model, 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 model to a game element or a point on the board. A model has LOS to another game element or to a point on the board 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 model or obstructing terrain.

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

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

A model has LOS to all points within Obscuring Terrain. However, Obscuring Terrain blocks LOS to models not completely within it unless the origin model is completely within the Obscuring Terrain. Obscuring Terrain blocks LOS to game elements and points on the board unless the origin model 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

Ativari Conclave

Each player then creates a team by selecting models belonging to chosen faction, contractor models, upgrade cards, and asset points. A player may start with any number of asset points, but each asset point has a Cost of 2. The combined Cost of models, upgrades, and asset points belonging to a player's team may not exceed 100. After choosing models and upgrade cards, each player chooses one Attack and one Defense Objective Card.

2.2 - Upgrade Cards

On its profile, a model will list a number of upgrade slots. Each slot may be assigned up to one upgrade card. When an upgrade card is assigned to one of a model's upgrade slots, it is considered to be equipped to that model and its Cost is added to the team's total. A model may never have multiple upgrade cards of the same name equipped.

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Some upgrade cards display symbols. These upgrades may only be assigned to an upgrade slot that contains a matching symbol. Upgrades without symbols may be assigned to any slots. Slots without symbols may only be assigned upgrades without symbols.

The rules on an upgrade card refer to its assigned model, unless otherwise noted.

2.2a - Leveling Upgrades

Some upgrades list multiple **levels**, each with unique rules and cost. These cards may be purchased at any of the listed levels, but each level beyond the first must be assigned to another upgrade slot as though it were another upgrade card.

If a leveled upgrade card has a symbol, only one upgrade slot with the matching symbol must be filled; additional levels may be assigned to blank upgrade slots or upgrade slots with non-matching symbols. If an upgrade card is purchased at a level beyond the first, only add the Cost of the highest level purchased to the team's total. All of the rules listed under the highest level purchased and all lower levels apply to the equipped model.

2.2b - Exhausting 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.

Equipping Upgrades

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

Each level of a levelling upgrade that is purchased must be assigned to a separate slot, but only the first slot needs to contain a matching symbol.

Upgrades without symbols may be assigned to any upgrade slot. Additional levels must still be assigned to a separate upgrade slot.

Sample Team Roster

Field Officers		COST
Capt. Johan Lukas		20
·Sharpshooter (Level 2)		2
M-TAC Fire Team Leader		16
·Gunslinger (Level 2)		3
Infantry		
M-TAC Support Gunner		14
·Tracelock Ammunition		2
M-TAC Support Gunner		14
M-TAC Rifleman		9
M-TAC Rifleman		9
M-TAC Rifleman		9
Starting Asset Points	1	2
Total		**100**

Objectives
Raise Alarm
Retrieve Intelligence

Sample Team Roster

Field Officers	COST
Packmistress Feraq Gha'Hara	22
·Lightfoot (Level 2)	3
Pride Packleader	18
Infantry	
Khariphesh Dreamspeaker	16
·Oath of Serenity	1
Khariphesh Dreamspeaker	16
Pride Packwarrior	8
Pride Packwarrior	8
Pride Packwarrior	8
Starting Asset Points	0
Total	**100**

Objectives
Hold Position
Breakthrough

2.3 - TACTICAL ASSETS AND ASSET POINTS

At any time, players may spend **asset points** to purchase **tactical assets.** Players begin the game with asset points equal to the number they purchased while creating their team (section 2.1), and must spend asset points equal to the Cost of a tactical asset to purchase it.

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 models, will specify ways to immediately gain asset points.

As a free action (see Section 4.3a) during a Field Officer model's activation, its controlling player may spend 2 Order Tokens assigned to it to **call in support**. If they do, that player gains 1 asset point. A Field Officer may only call in support once during each activation.

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:

ADRENALINE RUSH   COST 1

As a free action during one of your model's activations, you may purchase this asset to shift that model up to 2".

SECOND CHANCE   COST 1

Immediately after the "roll attack pool" step of an attack performed by one of your models, you may purchase this asset to reroll all dice in the attack pool.

CONCENTRATE   COST 1

Before adding dice to the "modify result pool" step of an attack performed by one of your models, you may purchase this asset to add a d3 to the result pool.

COMMAND IMPERATIVE   COST 1

You may purchase this asset at the start of one of your infantry model'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 - 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 with the team of lower total Cost wins Initiative. On a tie, each player rolls 1d6, and the player who rolls the higher result wins Initiative.

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 models in the attacker's team are **attacking** models, and all models in the defender's team are **defending** models.

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.
   c. Obstructing and low terrain templates may not be placed within 2" of any terminal or marker scenario element, or within zone scenario elements.
   d. Terrain templates may not be placed overlapping any terminal scenario element.
   e. 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

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 models in their team completely within their deployment zone. Then, the defender places all the models in their team completely within their deployment zone.

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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.

After they are set up, terrain templates interact with models on the tabletop; 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 - 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").

Models cannot enter the area of the obstructing terrain template and cannot be placed overlapping it. Models performing moves are forced to move around the template, while models 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.

2.6b - 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.

Models 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.

2.6c - Obscuring Terrain

Obscuring terrain may be overlapped and repositioned through freely, however it blocks line of sight to game elements and points on the board not completely within its area unless the model from which line of sight is being drawn is completely within the area. Models completely within obscuring terrain are considered obscured against ranged attacks.
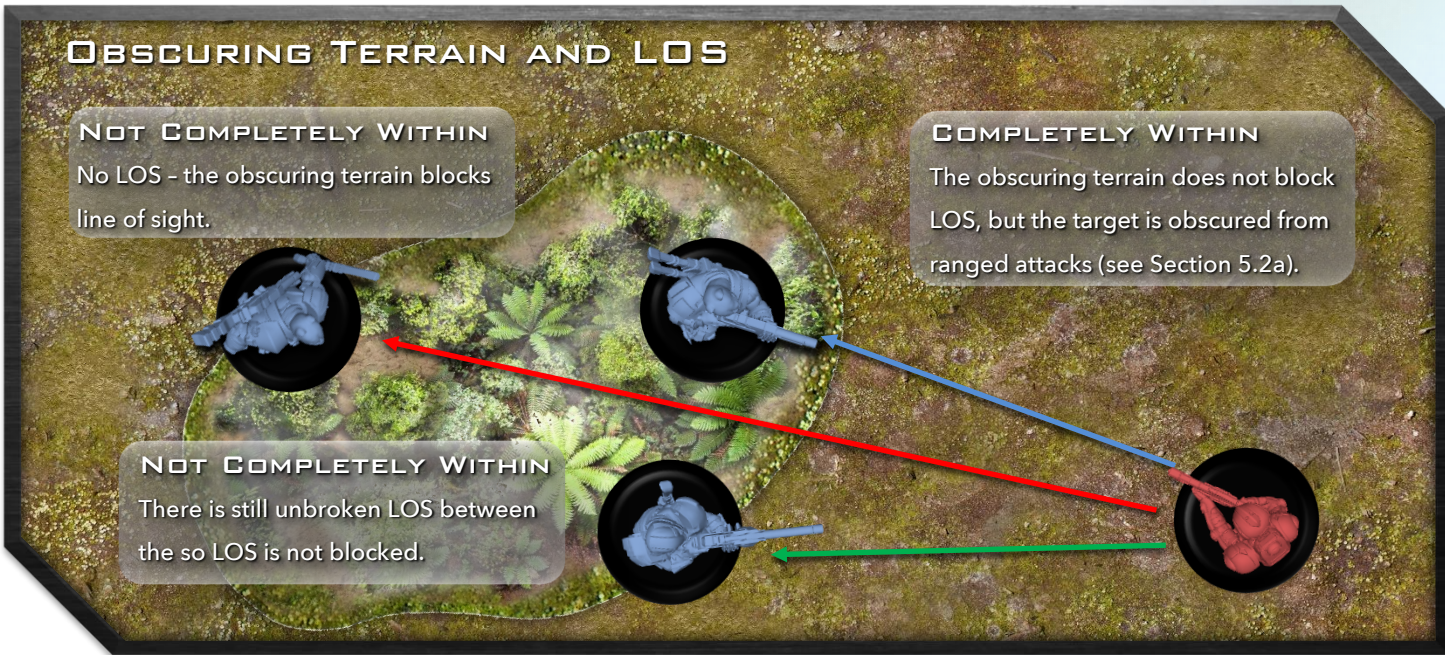
These are meant to represent terrain that may not necessarily slow down an elite soldier, but still obstruct fire such as a forested area or dense cloud/smoke from a vent.

2.6d - Difficult Terrain

Difficult terrain does not block line of sight and may be overlapped and repositioned through, however any move performed by a model during which the model overlaps the area of the template reduces the total distance the move may travel by 1". If a model 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.

Obscuring Terrain and LOS

Not Completely Within
No LOS – the obscuring terrain blocks line of sight.

Completely Within
The obscuring terrain does not block LOS, but the target is obscured from ranged attacks (see Section 5.2a).

Not Completely Within
There is still unbroken LOS between the so LOS is not blocked.

Section 3 - Model Profiles

1 — **M-TAC Support Gunner**
2 — INFANTRY / M-TAC
3
4 — v.4
5 — COST **14** BREACH STORM
6
7
8 — 🔫 DCE.112 HMG

RNG	ACC	1+	5+	9+
12"	3	1	3	5

9 — Rapid Fire

Combat Blade

RNG	ACC	2+	5+	8+
1"	4	3	5	7

Act	Ev	Mv	Sz
⬟ 1/+1	6	4"	S

10
11 — 🦺 1

Abilities

12 — ⬟ **Defensive Fire**
14 — ✋ ∞
15 — **ATTACK** ∞

Immediately after an enemy model ends a move within 12" and LOS of this model, you may perform this action to immediately perform a ranged attack targeting that model.

MOVE ∞

INTERACT

Special Rules

13

Concentrate Fire
During this model's activation its ranged attacks gain +1 Acc for each Concentrate Fire token (🏍) currently assigned to the target.

At the end of this model's activation assign 1 Concentrate Fire token to each model it targeted with a ranged attack that activation.

Specialized Ammunition
Immediately before performing a ranged attack with this model, choose one of the following attack modifiers:
• Marker (🔖)
• Rend (🔨)
• Suppression (⚗)
Until the attack is resolved all hit levels of this model's ranged weapon the chosen attack modifier.

Preparation
At the start of each Upkeep phase this model is assigned one Action token (⬟).

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

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

3. **FACTION -** This model may only be played in teams of the listed faction.

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 total that's added to the team cost while constructing a team for each single model of this type that's added. If multiple of the same models are purchased, the cost is added individually for each model.

6. **DAMAGE VALUE -** The number of boxes listed here is the Damage value of the model. These boxes may be filled in to track how much damage the model has received (see Section 5.7 "Applying Damage and Destroying Models").

   Some models may have multiple damage tracks listed in this area; in this case each of those tracks is used for a separate model. *Additional damage tracks are just included for ease of use; so that players don't have to bring several identical cards to mark damage for identical models.*

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 2.2 "Upgrade Cards").

8. **WEAPONS -** The profiles for the weapons this model 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. **MODEL 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 Officer models will also have their Order and Radius values listed here.

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

12. **SPECIAL ABILITIES AND COST** – Here are listed any special abilities the model 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 model 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 model 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 model in the previous round becomes the First player.

   If neither player activated a Field Officer model in the previous round, the player who was not the last to activate a model 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 models following the below procedure. A player must have activated all of their Field Officer models before activating any of their infantry models. If all the models 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 model to activate as described in Section 4.2 "Activating a Model."
   b. Then, the second player becomes the active player and chooses an unactivated model to activate, as before.
   c. If a player becomes the active player and has no unactivated models 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 end of this phase, if a player has 3 Victory Points and has more Victory Points than their opponent, they immediately 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 Model

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

Whenever a model is activated, assign it Action tokens (🔺) equal to its Starting Action Pool. If it is a Field Officer model, also assign it Order (🔵) tokens equal to its Order value.

After assigning tokens, the model may then perform abilities as described in Section 4.3 "Abilities".

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

4.3 - Abilities

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

When you use a model's ability, follow its instructions, described below. You must completely resolve an ability before using another ability. You can only use a model's abilities during its activation, except for Interrupt abilities.

You can use each ability of a given model once per round, even if another effect would give the model 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 model's profile.

2. **Pay Cost**
   Spend a number of Tokens assigned to the model 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 the ability. See Section 6 "Tokens" for a list of token icons.

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3. CHOOSE TARGET

Choose the target, or place an AOE or aura token, 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 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 to models performing **free actions**. A free action may be performed any time during a model's activation it could perform a normal action. Such actions do not have a cost that needs to be paid.

4.3b - ACTIONS VS ORDERS

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

Rules pertaining to models completing actions will refer to the model as **performing** the action.

Rules pertaining to model completing Orders will refer to the model 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 model'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 model's activation, once the ability and all further Interrupts are completed, the model's activation resumes as normal.

If resolving an Interrupt triggers further Interrupts, resolve these Interrupts in the reverse order of their triggering. A single model 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 trigger.

If a trigger meets the conditions for the Interrupt abilities of multiple models, 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.

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4.3D - COMMON AND SPECIAL ACTIONS

All of the actions a model may perform are listed on their profile. Common actions are listed, but their rules are included here. Special actions are unique that model and their rules are listed in the model's profile.

Below are the rules for all common actions:

Move
∞

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

Attack
∞

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

Assault

This model moves up to 3" then performs a melee attack.

Storm

This model moves up to 3" then performs a ranged or AOE attack.

Interact

This model interacts with target scenario element within 0".

4.3E - COMMANDING INFANTRY

While it is not listed in their profiles, Command is an order that all Field Officers may issue.

Command
∞

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

Immediately after the targeted model is assigned Action tokens ( ) equal to its Starting Action Pool, assign it Action tokens equal to its Command Modifier.

This model may not use abilities during the Commanded model's activation, but this model's activation is not considered to have ended during the Commanded model's activation.

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 model has available to them is denoted by the **Psychokinetics (X)** special rule. The X listed in the special rule denotes the number of PKP that model has available. PKP are also indicated by circles ( ) on the front of the statcard beside the damage track that can be filled in to denote when they are spent.

4.4A - SPENDING PSYCHOKINETIC POINTS

The PKP a model has available to spend are represented by PKP icons which appear as small circles. When a PKP is spent, that point may not be spent again until it is **refreshed**.

PKP icons can be marked off or filled in on the model'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 model functions within the game. While some 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 model has are denoted by the enhancement icon which appears as a blue square ( ). Each rule listed beside an enhancement icon 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.

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

For melee or ranged attacks, the model 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 model performs an attack during the attack procedure it is called upon to make an attack roll, as follows.

1. **Roll Attack Pool**
   Roll a number of d6s equal to the Acc value of the chosen weapon, including any modifiers to the attack's Acc. The dice rolled are referred to as the **attack pool.**

2. **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, and then subtract the target's Ev value. The resulting number is the **result sum**.
   a. Find the value in to 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)).
   b. 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.
   c. 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

M-TAC Rifleman

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

In this case, result of 7 deals 5 damage.

PLASMA RIFLE			
RNG	ACC	2+	5+	9+
10"	4	3	5	7

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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 model 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 model 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 model 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 model is obscured.

A model performing a ranged attack while base to base with an obstructing or low terrain template ignores that template when determining whether the target benefits from cover or obscurement, unless the target is base to base with the same template.

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

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

*A model 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 model never benefits from both.*

5.3 - Engagement Zone

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

Models within the engagement zone of an enemy model are considered to be **engaged** with that model.

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

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.

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.

5.4 - Attack Procedure

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

1. **Choose Weapon**
   Choose a weapon listed in the model's profile.

   a. If a ranged weapon is chosen the attack is a ranged attack, if a melee weapon is chosen the attack is a melee attack and if an AOE attack is chosen 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.

   c. **Choose Target**
   If the attack is a ranged or melee attack, choose an enemy model within LOS of the attacking model and within the range of the chosen weapon to be the target of the attack.

   If the attack is an AOE attack, place a 30mm circular marker anywhere on the board completely within the chosen weapon's RNG value and within the attacking model's Line of Sight. The placed marker is an AOE marker.

   d. **Determine Targets**
   Models 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 model (ignoring Obscuring Terrain) are considered targets of the attack even if they are friendly to the model performing the attack. Perform the remaining steps of this procedure for each target in the order the Attacking model's controlling player chooses, then remove the AOE marker.

2. **Make Attack Roll**
   As described in section 5.2.

3. **Apply Attack Modifiers**
   Apply the effects of any attack modifiers added by the attack's Hit Level.

4. **Apply Damage Modifiers**
   Apply the effects of any modifiers (*such as Rend tokens, for example*) that change the damage value of the attack to damage value of the attack's hit level.

5. **Apply Defenses**
   The target chooses one and only one of the defenses listed in its profile to apply to the attack. Modifiers to the amount of damage are applied first, then other effects of the defense are resolved.

6. **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 the weapon. Apply these modifiers in the order they are listed under each modifier. The rules for modifiers are found below:

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

Concussion
If the target currently has no Concussion tokens assigned to it, assign it one Concussion token. If you do, push the target 2" directly away from the attacker, and the target may not use the Dodge defense in response to that attack.

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 model and currently has no Infest tokens assigned to it, assign it one Infest token.

Marker
If the target currently has no Marker tokens assigned to it, 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 model has a defense listed multiple times in its profile, each must be chosen individually.

For example; if the target has both the Armor (1) and Armor (2) defenses, an attacker that hits and applies the Precise attack modifier can choose to stop the target from using their Armor (2) defense, but they will still be able to use their Armor (1) defense.

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Rend

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

Suppression

Assign the target model one Suppression token. The target may not use the Dodge defense in response to this attack.

5.6 - Defenses

A model has a number of defenses listed in its profile. During the Apply Defenses step of attacks targeting a model, they may choose 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 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 in half, rounding down to a minimum of 1.

Dodge

Unlike other defenses, this defense may be used in addition to other defenses during an attack.

If Dodge was the only defense used in response to the attack the target model may push up to 2".

If Dodge was used in addition to other defenses, the target model may push up to 1". The target's controlling player may choose in which order to resolve Dodge and the other defense.

Resist

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

Riposte

This model may immediately perform a melee attack targeting the attacker. After an attack made as a result of Riposte is resolved, continue the original attack even if the attacking model was destroyed.

5.7 - Applying Damage and Removing Casualties

When a model is assigned damage equaling or exceeding their Damage value, that model is immediately **incapacitated**. Effects that occur when a model is incapacitated are resolved, then the model is **destroyed**. After a model 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 models that have been destroyed from models remaining in the combat zone. Models within the casualty zone are referred to as **casualties** are cannot activate or use abilities and are generally no longer relevant to the game.

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

5.7a - Damage Sources

Unless otherwise specified, the model on whose profile the rule or ability appears that is responsible for dealing damage appears is the source of that damage.

When a model is performing an attack, that model is the source of damage dealt by that attack.

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:

Rapid Fire

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

Indirect

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

Slow

This model 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 model may be assigned an unlimited number of tokens unless otherwise specified. Tokens should be placed on the board near the model to which they are assigned so that their association with that model is obvious. If a model is assigned multiple tokens of a type that a model may never have more than one of assigned, discard any tokens assigned beyond the first.

When a token is **spent**, remove that token from the assigned model. Models 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 model 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 Result Pool step of an attack roll targeting a model with a Concussion Token assigned to it, add a die set to the "2" facing to the Result Pool.

A model 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 model until discarded or spent.

MARKER

During the Modify Result Pool step of an attack roll targeting a model with a Marker Token assigned to it, add a die set to the "2" facing to the Result Pool.

A model 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 model's Ord value are assigned immediately when that model activates.

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

SUPPRESSION

While a model has one or more Suppression tokens assigned to it, that model 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 model 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 model at the end of that model's activation.

REND

While resolving attacks targeting a model with a Rend token assigned to it, the attack gains +2 damage. A model 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 model with an Infest token assigned to it is destroyed, before it is removed as a casualty place one deactivated Volgox Crawler model with one unassigned damage in base contact with it. The Volgox Crawler becomes part of the team that is enemy to the destroyed model.

A model 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.

Other Info

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

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