

A large, stylized version of the Breachstorm logo, featuring the word "BREACHSTORM" in a bold, metallic font with a glowing orange and red gradient, set within a dark, angular frame.

BREACHSTORM®

TACTICAL OPS TOURNAMENT SYSTEM

v.1 BETA (updated 10/15/18)

"Our victory relies not simply on the grand machinations of our revered strategists, but on the blood and blades of our warriors engaged in glorious combat in the field; for it is in that deadly crucible that the mettle of our kind is fired and the finest of the Pride revealed."

~HE'RARAQ, MU'RHASA PRIDE WARCHIEF

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SECTION 1 - INTRODUCTION

1.1 - FOREWARD

So, you've learned how to play Breachstorm; painted your teams and practiced outmaneuvering your opponents... it's time to take your game to the next level! Welcome to Breachstorm Tactical Ops.

Breachstorm Tactical Ops (also known as **TacOps**) is a tournament system for the Breachstorm miniature game. TacOps events provide a fun environment for players to showcase their tactical skills, display their personalized teams and engage with their local communities. The goal of the TacOps system is to provide a exciting, welcoming environment where players can compete on a level playing field that grants the player with the greatest positioning, tactical awareness and ability to adapt to a diverse field the greatest chance of victory.

TacOps events should also be an opportunity for members of the Breachstorm community to gather, show off their painting/modelling projects and enjoy the game together! These events work best for pools of eight or more players to play over the course of a day, but can be easily adapted for different sized groups.

1.2 - PLAYER RESPONSIBILITY

Each player is individually responsible for providing all their own miniatures, dice, measuring implements, tokens, scenario elements and effect markers. Players are also encouraged to bring a set of terrain templates matching the Breachstorm Terrain Pool.

Players are highly encouraged to use official Breachstorm tokens, effect markers, and terrain templates; but alternatives are permitted as they follow the Game Component Standards listed in section 2.1.

To make the event run as smoothly as possible, players are expected to arrive to an event with their lineup (see Section 3.1) already prepared and ready to present to the TO.

1.3 - TOURNAMENT ORGANIZER AND ASSISTANTS

The **Tournament Organizer** (also referred to as the **TO**) is the individual in charge of running a TacOps tournament. The TO is responsible for enforcing time limits, making rulings, ensuring the event runs smoothly and creating a fun, competitive environment for players. Ideally a TO should possess an accurate knowledge of the Breachstorm rules to quickly answer any questions players may have.

A TO is not precluded from playing in a tournament that they are organizing, however if they do so they may not make rulings on games in which they are playing. Instead, the players of the event should elect a **primary** and **secondary assistant**. The primary assistant is responsible for making rulings if a question arises in a game being played by the TO. If both the TO and primary assistant are involved in the same game, the secondary assistant may be called upon to make a ruling.



SECTION 2 – TOURNAMENT STANDARDS

Games played during a TacOps event must use the most recent version of the Breachstorm Core Rules, and most recent version of model, objective and upgrade statcards found in the appropriate documents on breachstorm.com.

Any model, upgrade or objective card contained within those documents are legal for inclusion in a player's lineup.

2.1 – GAME COMPONENT STANDARDS

While it is not required, it is highly recommended that players use the official Breachstorm game components to represent all tokens, markers, models, terrain templates, cards, scenario elements and game effects to create the most illuminated game state possible. Any stand-ins must abide by the following restrictions:

1. ALL stand-in components MUST be clearly demonstrated to a player's opponent at the start of each game.
2. Proxied models (stand-in miniatures from other sources used to represent Breachstorm models), or models that have been heavily altered in such a way that they may be mistaken for a different miniature, MUST be clearly marked with a marking indicating the actual Breachstorm model they are representing (e.g writing the name of the model on the base). Otherwise, proxied and altered models may be used freely with the following restrictions:
 - a. Proxied or altered models should remain similar to and easily recognizable as the unit they are representing.
 - i. *For example; a miniature wielding a sword would not be an appropriate stand-in for an M-TAC Rifleman, however a similar miniature armed with an appropriate firearm would be.*
 - b. Models should remain true to Breachstorm's sci-fi setting and should be PG-friendly.

3. A TO has final say over whether a proxied or altered miniature is allowed, and may dismiss them over any reasonable grounds relating to their representation of the original model or appropriateness.
 - a. The "Paper-doll" standee models found on breachstorm.com are always allowed in place of other proxies, provided they are mounted on a rigid base of the appropriate size.
4. Small models must be mounted on a 30mm circular base, Medium models must be mounted on a 40mm circular base and Large models must be mounted on a 50mm circular base.
 - a. Scenic basing materials should not obscure the edges of the base and allow for easy measurement. Players may request that their opponent use an appropriate-sized marker to represent the actual position of the miniature for measurement purposes.
5. Stand-ins for official Breachstorm tokens are permitted if they are a recognizable representation of the token type in question. Stand-in tokens should approximate the shape of the official Breachstorm token to prevent confusion.
6. Stand-ins for Breachstorm terrain templates are allowed assuming that they are precisely the same size as the official terrain templates and display clearly which template they are standing in for.
 - a. Modelled 3-dimensional terrain are not only allowed but encouraged! These templates should either be precisely the same size as the official templates or be able to fit atop the terrain templates and not overhang the edge.
 - b. Flexible materials such as neoprene templates are allowed as long as they are within 1/16" along any dimension of the official template.
7. Statcards printed out from the documents found on breachstorm.com are allowed provided that they are unaltered and represent the most recent version of that card available.

These rules are in place to allow new players to play in TacOps events without a large collection, but the rules (especially those governing proxies and stand-in cards) may change at a future date.

2.2 – PLAYER CONDUCT

2.2A - SPORTSMANSHIP

Players are always expected to conduct themselves in a mature and polite manner to their opponents and the TO. Unsporting or rude behavior, including but not limited to violent, offensive, abusive or argumentative conduct, bullying or stalling is not permitted and may be subject to corrective action by the TO.

2.2B – PLAY ETIQUETTE

Players must play accurately according to the rules of the game and fully cooperate with their opponent to honestly answer any questions that may arise before and during the game. Breachstorm is an open-information game - at no point is a player allowed to obfuscate or misrepresent information about models, rules, tokens, markers or effects. While a player is not required to divulge private information; such as their game plan or the role of certain inclusions in their team, their opponent may view their statcards or team list at any time.

2.2C – COMPONENT ETIQUETTE

During the game, players must keep tokens assigned to a model immediately next to that model on the game board so that it is clear to each player what tokens each model has assigned.

All persistent effects, such as effects that last “until the end of the round” or “until a model’s next activation” must be represented by an appropriate marker. These markers must be kept immediately next to the affected model or point on the game board so it is clear to each player what effects are in play.

All of a player’s measurements must be made using appropriate, accurate measuring devices in US customary system inches and must be visible and agreed upon by their opponent.

All of a player’s dice rolls must be made with standard six-sided dice and must be visible and agreed upon by their opponent.

Players must differentiate models of the same type in their team both on the game component itself and on the statcard representing them so as not to confuse the damage tracks of individual models. This can be achieved by noting the distinguishing characteristics of each model, numbering or coloring the base etc.

Furthermore, if a player’s team includes multiple models of the same name with different equipped upgrades, that player must use a separate statcard for each uniquely equipped model. Players must keep equipped upgrades next to the statcards

they are equipped to, so that both players can easily identify the capabilities of all models on the board.

2.2D – RULES AND ETIQUETTE ENFORCEMENT

Since the TO cannot be present for all games of a tournament, players should attempt to resolve any disagreement or infraction amongst themselves in an amicable manner. If an agreement cannot be reached, a player may call upon the TO to render judgement and take corrective action if necessary. Rules decisions by the TO are considered final, regardless of information introduced later.

If an illegal game state has been accidentally introduced due to rules mistakes, the TO should attempt to repair the game state to its last legal position. Once new information has been introduced however; such as the result of dice rolls, the game state is no longer repairable, and in this case the TO may take corrective action if necessary.

If a player suspects or notices an opponent violating the Breachstorm’s rules or etiquette, they should inform the TO to review the situation and take corrective action if necessary.

Corrective action includes, but is not limited to, verbal warnings, game losses or disqualification from the event at the TO’s discretion. The TO should carefully deliberate on any action, and take into account a player’s history of warnings during an event, any evidence of cheating or foul play, and the offending player’s impact on the enjoyment of other participants.

A game loss should be treated as a concession by the player in question (see section 2.2e). Additionally, players disqualified from an event are not eligible for prizes and are dropped from the event immediately (see Section 2.2e).

2.2E – CONCESSIONS AND DROPS

Circumstances may arise in which a player is unable or does not wish to play out a game to its completion. While it is not recommended, a player is permitted to **concede** a game to their opponent at any time. If they do so, the game ends immediately as a game loss for the conceding player, who scores no points for the game. Their opponent scores the game as if they had accrued 3 or more VPs, alongside any points they destroyed at the time of the concession (see Section 3.2).

A drop occurs when a player does not wish to continue playing in an event after their game has concluded. In such a case, the player is removed from the event immediately and considered to suffer losses in all further rounds. Depending on the circumstance, dropped players may be ineligible for prizes.

SECTION 3 – PLAYING IN A TACOPS EVENT

3.1 – TEAM LINEUPS

When a player enters a TacOps event they must fill out a Player Roster sheet, on which they choose one of the game's factions to play for, may state a gaming group they are a part of, and register a team **lineup**. While a lineup is not a team, it is used to select a player's team in each game and is constructed in a similar manner.

To create a lineup, players must choose models and upgrades (equipped to selected models in a legal manner) able to be included in teams of their selected faction with costs totaling no more than 150, as well as one Attack and one Defense objective. The Lineup may not include purchased Asset Points. Since it is not a team, rules that restrict the selection of models such as Character (XX) do not apply to a lineup.

This allows players to construct multiple "builds" of character models with different upgrade selections if they wish.

3.2 – MATCH PROCEDURE

A TacOps event is conducted in a series of Breachstorm games, during which each player will play against different opponents until one undefeated player remains. After their opponent has been selected for them by the TO, players follow the match procedure below:

1. ARRIVE AT TABLE

Players arrive at the table assigned to them by the TO.

2. CONSTRUCT TEAMS

Each player simultaneously constructs a team by choosing models included in their lineup with costs (including equipped upgrades) totaling no more than 100. Asset points may be added to the team at the normal cost. Upgrades may not be changed from what is included in that model's entry in the player's lineup. Players may review their opponent's lineup during this process, but the teams they construct remain secret.

3. REVEAL TEAMS

Players simultaneously reveal the teams they have constructed.

4. PLAY THE GAME

Players play out the game in its entirety, starting with the "Setting Up a Game" procedure in the core rules.

5. RECORD SCORE

After the game is complete, players record the winner of the game alongside each player's score and convey that information to the TO. Each player's score is based on the following:

- Players score points equal to the Cost of enemy models they destroyed throughout the game, including their equipped upgrades to a total of 100.
- Players score $\frac{1}{2}$ the Cost of enemy models that had less than half of their damage remaining, not including their equipped upgrades.
- Players score 30 points for each VP they scored during the game, to a maximum of 3 VPs.
- If a player destroys all their opponent's models, instead of calculating the cost of destroyed models they automatically score 100 points in addition to the points they score as a result of VPs scored during the game.

3.3 – SECONDARY OBJECTIVES

During a TacOps event players have the opportunity to complete actions in game that score them secondary objectives. These objectives are not factored into a player's score at the end of a game and do not affect their final placing. However, secondary objectives can make a player eligible for certain prizes after the event is complete.

Each player can score each secondary objective only once during each event and must verify with their opponent when each secondary objective is scored. A player scores no secondary objectives from games they concede.



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ALPHA STRIKE

Destroy an enemy model before it attacks during a game.

BACKSTAB

Destroy an enemy model with a model that is within the enemy deployment zone.

BAY STYLE

Hit at least 3 enemy models with a single AOE attack.

CAN'T TOUCH THIS

Reposition one of your models at least 6" in a round during enemy model's activations.

CUT OFF THE HEAD

End a game after destroying all enemy Field Officers, but no Infantry.

DECISIVE ACTION

Destroy at least 3 enemy models within a single activation.

DOUBLE KILL

Destroy at least 2 enemy models with one of your infantry during one of its activations.

EVERYBODY GETS ONE

Assign 15 or more tokens to enemy models over the course of a game.

FLAWLESS VICTORY

Win without having any of your models destroyed.

HEADSHOT

Deal all the damage to destroy an enemy model using only ranged attacks.

INVASION

End a game with all your remaining models within the enemy deployment zone.

KILL OR BE KILLED

End a game without scoring any VPs.

LIVE FAST

Have one of your models reposition 20" or more during a single round.

ONE ON ONE

Destroy your opponent's last remaining model with your last remaining model.

OUT FROM UNDER

Win without destroying any enemy models.

TUG-O-WAR

Reposition an enemy model at least 4" during a single round.

WANTED

Destroy an enemy model that is benefitting from both cover and engagement with a ranged attack.

WETWORK

Deal all of the damage to destroy an enemy Field Officer in one round using only the melee attacks of one of your infantry

WHAT'S YOURS IS MINE

Interact with an enemy scenario element at least once during a game.

3.4 – TIMING RULES

Games in TacOps events follow strict timing rules to allow the event to run in a smooth and timely manner. Ultimately it is the responsibility of the TO to ensure that their event remains on time.

3.4A – CHESS CLOCK RULES

To ensure that each player is given an equal amount of time to complete their actions in a game, every game during a TacOps event is timed using a chess clock. The timing level used for an event should be selected and advertised by the TO before the event begins:

TIMING LEVEL	INDIVIDUAL PLAYER TIME	TOTAL ROUND LENGTH
RELAXED	50 minutes	100 minutes
STANDARD	40 minutes	80 minutes
FAST	30 minutes	60 minutes

Standardized timing levels may be subject to change with more information.

Once players have determined initiative for the game, they should start their chess clocks. Any time a player is active during the game, their timer should be running. This includes but is not limited to the following actions:

- Placing terrain features
- Deploying their models
- Thinking or making decisions
- Rolling dice and resolving attacks performed by their models
- Repositioning their models
- Resolving abilities they control

A player should refrain from performing any actions on their opponent's time and a player may request that the clock be switched to their timer at any time to contemplate their moves, responses to in-game triggers, etc. Moving quickly or not responding to an opponent's request to switch their timer with the intention of preventing them from resolving interrupting rules is in violation of the play etiquette outlined in Section 2.2b. Ultimately it is each player's responsibility to ensure that they switch the clock over to their opponent's timer at the proper time.

Players may pause their chess clock during the game in order to ask rules questions or consult the TO, but neither player may perform in-game actions while the clock is paused. Players should be aware that excessive pausing may result in a drawn game, and pausing with the intention of stalling the game or gaining an advantage is in violation of the play etiquette outlined in Section 2.2b.

When a player's chess clock runs out of time before the game has concluded, that player loses immediately regardless of the game state. Score the game as if the round had ended at that point.

3.4B – ROUND TIMING

The TO should allot an additional 15 minutes before each round to allow players to make their way to their assigned tables

and construct their teams. Any players who have not begun their games at this point may have their chess clocks started early to keep the event moving on schedule.

Additionally, the TO should begin a game timer for the round after the initial 15 minutes are up. Any games that have not completed when this timer expires are scored as a draw.

SECTION 4 – ORGANIZING A TACOPS EVENT

In addition to the rules enforcement outlined in Section 2.2d, it is the TO's responsibility to pair players each round, record the scores for each game and determine the final standings of the event. When players register for the event they are required to present their team lineup and note their gaming group if they wish. The TO should review each team lineup quickly to ensure no mistakes have been made, then begin the event by pairing players to play against each other.

4.1 – FIRST ROUND PAIRINGS

Pair each player randomly with another player that does not share the same gaming group, and then assign each pair a table to play on.

This can be easily accomplished by creating "piles" of player sheets for each separate gaming group and pairing them together randomly. This allows groups that commonly play against each other to play against new opponents for as long as possible.

4.2 – SUBSEQUENT PAIRINGS

Each match that a player wins is worth 2 **Tournament points** (or **TP**) to their overall score, while every match that a player loses or draws is worth 1 TP. A **bracket** includes all players with the same number of tournament points.

For each round beyond the first, players are paired against a random opponent in their bracket. Continue this process for subsequent rounds until only one undefeated player remains.

4.3 – DIFFERENTIAL PAIRS AND BYES

4.3A – DIFFERENTIAL PAIRS

Based on the size of an event, the situation may arise in which a bracket does not have an even number of players. This creates a differential pair, where players from adjacent brackets are

paired together. In this case, pair a random eligible player from a bracket without an even number of players with a random eligible player from next lowest bracket.

If possible, each player is only eligible to be included in a differential pair once during an event.

4.3B – BYES

If the event does not have an even number of players a bye is required. Each round, choose an eligible player at random from the lowest possible bracket to receive the bye. This player does not have an opponent for that round and instead receives a score of 190 points for the game. Their opponent for that round is considered to score 1 TP each round.

Each player is only eligible to receive a bye once during an event.

4.4 – FINAL STANDINGS

Players are ranked by their performance at the end of the event to determine their eligibility for prizes. The one undefeated player is automatically awarded 1st place. Rank the other players based on the following criteria in descending order:

1. TOURNAMENT POINTS

2. WEIGHTED SCORE

This is calculated by multiplying the score the player received each round by the tournament points scored by their opponent of that round.

- a. *For example; if you scored 120 points from a player who ended 1-2 (4 TP), 95 points from a player that ended 2-1 (5 TP), and 110 points from a player who ended 3-0 (6 TP), your final weighted score would be 1615.*

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3. MATCH RESULT

If two players with the same TPs and weighted score played each other in a round of the event, the winner of that round places higher.

4. RAW STRENGTH OF SCHEDULE

The combined number of TPs that all of a player's opponents scored.

5. RAW SCORE

The total number of points scored by that player during the event.

4.5 – PRIZES

Prizes should be determined and made known before the event begins. It is recommended that prizes be awarded for the following achievements:

TOP PLACEMENTS

The undefeated player at the end of the day should be awarded a prize, and additional prizes may be awarded to other top players such as 2nd/3rd place, or all players with an X-1 record.

TOP SECONDARY OBJECTIVES

The player who scored the greatest number of secondary objectives should be awarded a prize, and additional prizes may be awarded to other top secondary objective scorers.

PAINTING PRIZES

Prizes for fully painted teams are recommended; either a best painted prize based on a popular vote, or random drawing for players brought fully painted teams. Teams using only official Breachstorm miniatures are eligible for painting prizes (customization of the miniatures is allowed), and players should enter only models that they played with during the event.

SECTION 5 – VARIANTS

Compiled here are a selection of variant formats to customize an event to suit the TO's needs. This makes it simple to for players to identify custom rules being used in an event.

PRIZE VARIANT – PRIMARY OBJECTIVES ONLY

Prizes for secondary objectives are not awarded at this event.

LIST VARIANT – DUAL TEAM

Instead of registering a team lineup for this event, players register two fully constructed teams each with costs no greater than 100, with asset points and objectives selected for each. Instead of creating a team from their lineup during the "Construct Team" step of the match procedure, players will secretly select one of their teams to use after reviewing their opponent's two teams.

LIST VARIANT – CONSTRUCTED TERRAIN

This variant gives players control over the composition of their terrain pool, including terrain selection as part of the list-building process. When players register their lineup, they include a list of 5 terrain templates from the current terrain pool. None of the chosen templates may be included in greater quantities than appear in the current terrain pool. These are:

- 1x Large Obstruction
- 1x Obscuring
- 1x Difficult
- 2x Small Obstructions
- 2x Long Low
- 2x Square Low

During the "Set Up Terrain" step of each game, players combine the contents of their terrain lists to create the terrain pool for that game. Terrain templates are then placed as normal until 9 templates have been placed. The final template is not placed on the table.

TIMING VARIANT – TIMED ROUNDS

Chess clocks are not used at this event - instead only the round timer is used to determine round length. This is useful to play with new players who may not be comfortable with using chess clocks for timing; in this case it is recommended that more relaxed time limits be put into effect.

PAIRING VARIANT – ROUND ROBBIN

This variant is recommended for small groups of 3 to 5 players, where it ensures that the event will last 2-4 rounds. Instead of being paired with another from the same bracket, players will be randomly paired with each other until each player has played one game against every other player in the event.

OTHER INFO

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TACTICAL OPS

PLAYER ROSTER

PLAYER NAME	FACTION	GAMING GROUP
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ATTACK OBJECTIVE	
DEFENSE OBJECTIVE	

TROOPER 1	Qty
Trooper Name	Cost
UPGRADES	COST
Total Cost	

TROOPER 2		Qty
Trooper Name		Cost
UPGRADES		COST
Total Cost		

TROOPER 3		Qty
Trooper Name		Cost
UPGRADES		COST
Total Cost		

TROOPER 4		Qty
Trooper Name		Cost
UPGRADES		COST
Total Cost		

MATCH RESULTS		
OPPONENT NAME	RESULT	SCORE
Round 1		
Round 2		
Round 3		
Round 4		
Round 5		

TROOPER 5	Qty
Trooper Name	Cost
UPGRADES	COST
Total Cost	

TROOPER 6	Qty
Trooper Name	Cost
UPGRADES	COST
Total Cost	

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