

A large, stylized version of the Breachstorm logo, centered on the page. It features the word "BREACHSTORM" in a bold, metallic font with a glowing orange and red gradient, set within a dark, angular shield-like shape. The background of the page is a blurred, futuristic cityscape with blue and orange lights.

CORE RULES

v.70 **BETA** (updated 8/27/19)

"The time of gods and kings is long dead. Past is the age in which the fate of nations was forged upon the anvil of vast armies, fired with the awesome power of world-shattering weapons. In this new epoch the few sculpt the destiny of the many; those elite few who come armed with purpose... and hearts hardened for violence."

~**ATRIKOS UNDYING**

INTRODUCTION

It is a far-off future, an epoch so removed from our time that humanity has forgotten its history, buried under the weight of aeons and sundered by the numerous cataclysms to befall our ancestral homeworld.

Now humanity's domain stretches far beyond our solar birthplace; colonies and populous city-worlds scattered across the length of the Orion Spur. With exploration came both discovery and first contact with the other intelligent life-forms with whom we share our corner of the galaxy. Some of these meetings were peaceful... some were not.

It has been 40 years since the decades-long Khariphesh Crusade, triggered by first contact between the human Homeworld Confederacy and the Collected Prides of the felinoid Zhren'thrar, came to an end. A devastating war that left worlds blackened and cost billions of lives gave way to a tenuous peace that settled across the great civilizations of the Spur. Vast fleets of agile warships and weapons capable of unimaginable destruction sit idle and useless; 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 a science-fiction miniature game for two players set in a distant future in which conflict between interstellar factions locked in a state of cold-war are conducted by small teams of covert operatives. In Breachstorm, each player recruits and takes control of a team of soldiers that must complete an asymmetric objective before their opposition manages to accomplish theirs... or destroy their enemy in the process.

OVERVIEW OF PLAY

The troops one player controls in Breachstorm are known as a team, and are composed of two types of units; Infantry and Field Officers. Infantry are inexpensive and effective in numbers, while Field Officers command and support the infantry around them.

STARTING A GAME

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

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

PLAYING THE GAME

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

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

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

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

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

TABLE OF CONTENTS

SECTION 1 - CORE CONCEPTS	4	SECTION 4 - PLAYING A GAME	13
1.1 - READING THE RULES	4	4.1 - GAME ROUNDS	13
1.2 - GAME ELEMENTS	4	4.2 - ACTIVATING A UNIT	13
1.2A - UNITS, TROOPERS AND SIZES	4	4.3 - ABILITIES	13
1.2B - AURA MARKERS	4	4.3A - PAYING FOR ABILITIES	14
1.3 - THE GAME BOARD	4	4.3B - ACTIONS VS ORDERS	14
1.4 - MEASURING DISTANCES	4	4.3C - ABILITY ATTRIBUTES	14
1.4A - COMMAND RADIUS	4	4.3C - CANCELING ACTIONS	14
1.5 - ROLLING DICE	5	4.3D - COMMON AND SPECIAL ACTIONS	15
1.6 - REPOSITIONS	5	4.3E - FIELD OFFICER ABILITIES	15
1.6A - PUSH	5	4.4A - SPENDING PSYCHOKINETIC POINTS	15
1.6B - MOVE	5	4.5 - SPECIAL RULES	15
1.6C - PLACE	5	4.5A - "AT ANY TIME" SPECIAL RULES	15
1.6D - SHIFT	5	4.5B - ENHANCEMENTS	15
1.6E - REPOSITION DIRECTIONS	6	SECTION 5 - MAKING ATTACKS	16
1.7 - LINE OF SIGHT	6	5.1 - ATTACKER, TARGET, AND POINT OF ORIGIN	16
SECTION 2 - STARTING A GAME	6	5.2 - MAKING ATTACK ROLLS	16
2.1 - TEAMS	6	5.2A - IN COVER AND OBSCURED	17
2.2 - UPGRADE CARDS	6	5.3 - ENGAGEMENT ZONE	17
2.2A - LEVELING UPGRADES	7	5.4 - ATTACK PROCEDURE	18
2.2B - EXHAUSTING UPGRADES	7	5.5 - ATTACK MODIFIERS	18
2.3 - TACTICAL ASSETS AND ASSET POINTS	8	5.6 - DEFENSES	19
2.3A - GAINING ASSET POINTS IN PLAY	8	5.7 - APPLYING DAMAGE AND REMOVING CASUALTIES	19
2.3B - TACTICAL ASSETS	8	5.7A - DAMAGE SOURCES	19
2.5 - TERRAIN RULES SUMMARY	9	5.8 - SPECIAL WEAPON ATTRIBUTES	19
2.5A - TERRAIN STATES	9	SECTION 6 - TOKENS	20
2.5B - OBSTRUCTING TERRAIN	9	CHANGE LOG	21
2.5C - LOW TERRAIN	9	OTHER INFO	21
2.5D - OBSCURING TERRAIN	10		
2.5E - DIFFICULT TERRAIN	10		
SECTION 3 - UNIT PROFILES	10		

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

Italicized text (*like this, for example*), whether in the core rules or profile rules, denotes tips, examples, 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 unit or ability in question.

1.2 - GAME ELEMENTS

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

1.2A - UNITS, TROOPERS AND SIZES

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

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

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

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

Units that are members of a team's faction (see Section 2.1) are referred to as **regulars**. Contractor units 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 unit. Once placed, however, these markers only serve to measure distances for effects, and may be overlapped by units.

1.3 - THE GAME BOARD

Breachstorm is played on a 36" by 36" (3'x3') square board referred to as the **combat zone**. All game elements in play must always remain completely within the combat zone during play.

Units cannot leave the combat zone. If any unit would leave the combat zone, place it on the legal position closest to the edge along its path of reposition.

Areas of the combat zone not covered by terrain templates do not have any special rules.

1.4 - MEASURING DISTANCES

Distances in Breachstorm are measured in inches ("). Always measure distances 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 units. Units within a distance

Core Rules v.70 (BETA)

equal to a Field Officer's Rad value in inches are within Rad of that Field Officer.

1.5 - ROLLING DICE

Some actions in Breachstorm are resolved by rolling a six-sided die (d6). The rules sometimes abbreviate multiple dice as #d6, where # is the number of dice.

In some cases, you will be called upon to roll a three-sided die (d3). This can be done by dividing the result of a d6 roll by 2 and rounding up.

1.6 - REPOSITIONS

Game elements can be repositioned during play in four ways: **Push**, **Move**, **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 unit, obstructing terrain, or low terrain. However, a game element may push while base to base with such game elements.

1.6B - MOVE

When you start a **move**, choose a direction and slide the moving game element in that direction. At any time during this move, you 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 unit or obstructing terrain. In contrast, a game element can overlap a friendly unit or low terrain during its Move, but it cannot end its Move overlapping a friendly unit or low terrain.

1.6C - PLACE

A **place** repositions a game element 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 units, obstructing terrain or low terrain.

When you place a game element onto the board, it cannot overlap other units, 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 unit once per round.



For example: a unit may be shifted once by a friendly unit and once by an enemy unit, 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 units, obstructing terrain, or low terrain.

Shift is a push that can only affect a unit once per player per round.

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

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

1.6E - REPOSITION DIRECTIONS

Some rules specify the direction of a reposition.

When a reposition states that a game element must travel **directly towards** or **directly away** in relation to another game element, that reposition must take place such that the game element travels along the most direct line to the closest point of other game element in the specified direction (towards or away).

When a reposition states that a game element must travel **towards** or **away** in relation to another game element, the distance between the travelling game element and the other game element simply needs to be increasing (in the case of towards) or decreasing (in the case of away) during that reposition.

1.7 - LINE OF SIGHT

Line of Sight (also referred to as **LOS**) is an unbroken line from any point on a unit to a game element or a point on the board. A unit 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 unit or obstructing terrain.

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

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

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

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

SECTION 2 - STARTING A GAME

2.1 - TEAMS

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



HOMEWORLD
CONFEDERACY



ZHREN'THRAR
PRIDES



VOLUCRID
HOST

Each player then creates a team spending 100 Requisition to purchase units belonging to their chosen faction, contractor units, upgrade cards, and asset points. All these options have a Cost value listed on their profiles, which is the amount of Requisition that must be spent to add it to a team. A player may start with any number of asset points, but each asset point has a Cost of 2. After choosing units and upgrade cards, each player chooses one Attack and one Defense objective.

Units with a subtype that is in brackets (*like [this] for example*) are **unique** and a team may only include one unit of that subtype (see Page 11 for more information about unit subtypes).

2.2 - UPGRADE CARDS

Most unit's profiles will hold upgrade slots. Each slot may be assigned up to one upgrade card. When an upgrade card is assigned to one of a unit's upgrade slots, it is equipped to that unit and its Cost must be paid in Requisition. A unit may never have multiple upgrade cards of the same name equipped.

Core Rules v.70 (BETA)

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 unit, 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 unit.

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 leveling 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		COST
FIELD OFFICERS		
CAPT. JOHAN LUKAS		20
-SHARPSHOOTER (LEVEL 2)		2
M-TAG FIRE TEAM LEADER		16
-GUNSLINGER (LEVEL 2)		3
INFANTRY		
M-TAG SUPPORT GUNNER		14
-TRACELock AMMUNITION		2
M-TAG SUPPORT GUNNER		14
M-TAG RIFLEMAN		9
M-TAG RIFLEMAN		9
M-TAG RIFLEMAN		9
STARTING ASSET POINTS	1	
TOTAL		100
OBJECTIVES		
RAISE ALARM		
RETRIEVE INTELLIGENCE		

SAMPLE TEAM ROSTER		COST
FIELD OFFICERS		
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

Players may spend a resource called **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 units, will specify ways to immediately gain asset points. A single triggering event (for example, a unit being destroyed by an enemy) may only generate Asset points from one objective.

Note: This means that one unit being destroyed by an enemy can score you an Asset point based on the criteria listed on your objective card OR your opponent's, but not both.

Field Officers may also generate Asset Points by using the Call In Support ability (see section 4.3e).

2.3B - TACTICAL ASSETS

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

ADRENALINE RUSH COST 1

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

SECOND CHANCE COST 1

Immediately after the "roll attack pool" step of an attack performed by one of your units, 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 units, 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 unit's activations. If the activated Infantry was not Commanded that activation, you may immediately assign it Action tokens (▲) equal to its Command Modifier.

2.4 - OBJECTIVES

Objective cards list the mission that each player's team is tasked with completing. When constructing their team, players will select one of each objective type; Attack and Defense. The category of each objective can be identified by the symbol listed on the objective's card:



A player's objective card describes how that player scores Victory points (also referred to as VP) which are key to winning the game, additional asset points, and provides a suite of tactical assets to use in addition to the four common assets described in section 2.3B. The tactical assets listed on a player's objective card may only be purchased by that player.

As described in the section below (2.5 - Setting Up A Game), one player will take the role of the attacker and use their attack objective, while the other will be the defender and use their defense objective. A player is referred to as the owner of the objective they are using.

2.4A - MISSION PARAMETERS AND SCORING VP

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

Some parameters can be scored an unlimited number of times, in which case they will list the ∞ symbol in place of #x.

Only one mission parameter may be scored each round by its owner. Mission parameters must be scored from the top down. Once a player completes the top mission parameter on their objective card the maximum number of times allowed, they may score the next mission parameter down and so forth.

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

4. SET UP SCENARIO ELEMENTS

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

5. SET UP TERRAIN

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

- a. Terrain templates may not be placed within 6" of any table edge.
- b. Terrain templates may not be placed within 2" of any other terrain piece.
- 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 units in their team completely within their deployment zone. Then, the defender places all the units in their team completely within their deployment zone.

2.5 - TERRAIN RULES SUMMARY

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

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

2.5A – TERRAIN STATES

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

2.5B - OBSTRUCTING TERRAIN



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

Units cannot enter the area of the obstructing terrain template and cannot be placed overlapping it. Units performing moves are forced to move around the template, while units subject to pushes or shifts stop as soon as they reach base contact with the template.

These are meant to represent large solid objects such as buildings, rocky outcroppings or inert vehicles.

2.5C - 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.

Units may overlap the area of the low terrain template while performing a move but may not end the move or be placed overlapping the low terrain template.

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

2.5D - OBSCURING TERRAIN



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

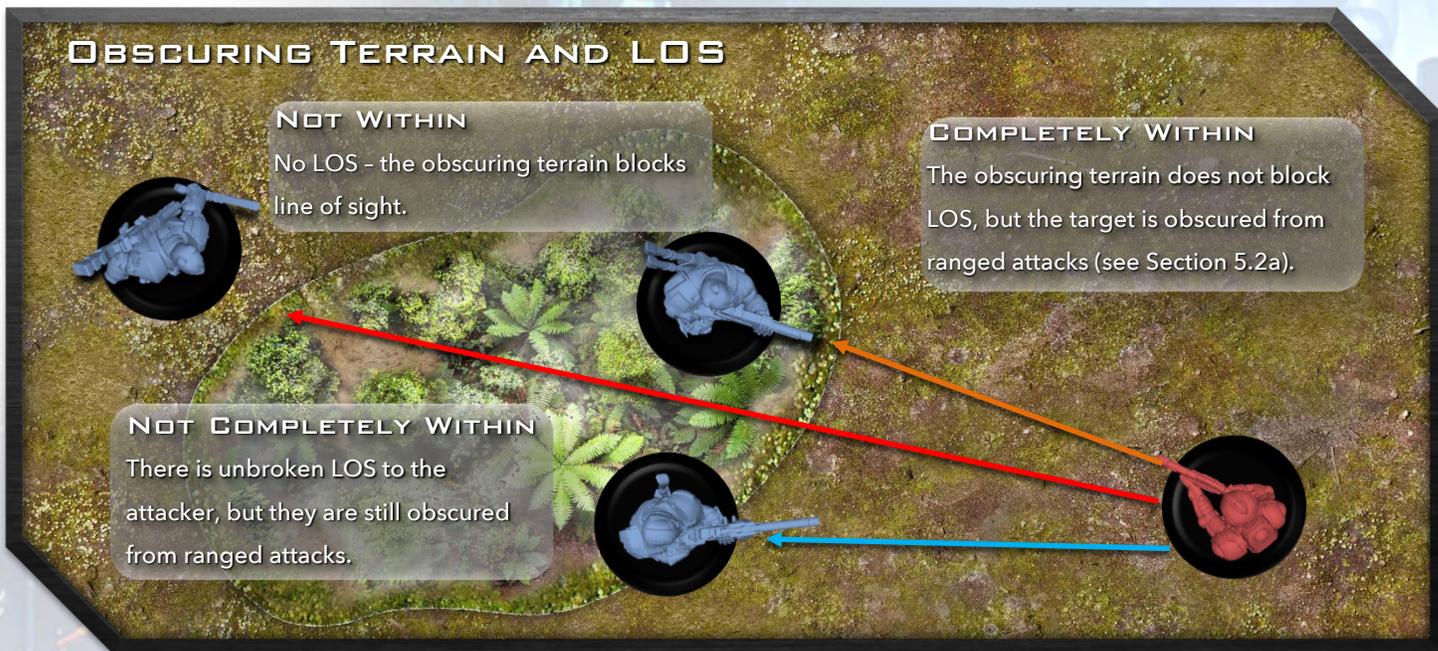
Units within obscuring terrain are considered obscured against ranged attacks.

2.5E - DIFFICULT TERRAIN



Difficult terrain does not block line of sight and may be overlapped and repositioned through, however any move performed by a unit during which the unit overlaps the area of the template reduces the total distance the move may travel by 1". If a unit has 1" or less to travel when it enters base contact with the difficult terrain template, it may not overlap the area of the template during that move.

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



The image shows a unit card for 'M-TAC SUPPORT GUNNER'. It features a central illustration of a soldier in blue armor. The card is divided into several sections:

- 1:** Unit Name: M-TAC SUPPORT GUNNER
- 2:** Supertype/Subtypes: INFANTRY / M-TAC
- 3:** Faction Symbol: A stylized 'B' logo.
- 4:** Version Number: v.6
- 5:** Cost: 14
- 6:** Damage Tracks: Three horizontal bars representing damage received.
- 7:** Icons: A shield icon and a first aid kit icon.
- 8:** DCE 112 HMG Weapon Stats: Range 12", Accuracy 3, Damage 1, Penetration 3, Critical Hit 5.
- 9:** Rapid Fire Ability: A sub-section under the HMG stats.
- 10:** Combat Blade Weapon Stats: Range 1", Accuracy 4, Damage 3, Penetration 5, Critical Hit 7.
- 11:** Movement and Size: ACT 1/+1, EV 6, MV 4", SZ 5.
- 12:** Abilities Section: Includes 'DEFENSIVE FIRE' with a hand icon and a description.
- 13:** Special Rules Section: Includes 'CONCENTRATE FIRE', 'SPECIALIZED AMMUNITION', and 'PREPARATION'.
- 14:** Action Tokens: A hand icon with an infinity symbol.
- 15:** Attack Tokens: An infinity symbol.

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

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

Units with a subtype that is in brackets (*like [this] for example*) are **unique** and a team may only include one unit of that subtype (see Page 11 for more information about unit subtypes).

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

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

5. **COST** - The total that's added to the team cost while constructing a team for each single unit of this type that's added. If multiple of the same units are purchased, the cost is added individually for each.

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

Some units may have multiple damage tracks listed in this area; in this case each of those tracks is used for a separate unit.

Core Rules v.70 (BETA)

Note: 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 units.

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 unit may use while making attacks are listed here. The type of the weapon is indicated by the ranged attack (), melee attack () or AOE attack () icons.

The three, colored columns list the **Glancing** (yellow), **Moderate** (orange) and **Critical** (red) hit levels for that weapon.

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

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

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

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

12. **SPECIAL ABILITIES AND COST** - Here are listed any special abilities the unit can perform, with their cost listed as an icon to the left of the ability name.

13. **SPECIAL RULES** - These rules are passive effects that alter how the unit functions in play.

14. **SPECIAL ABILITY ATTRIBUTES** - These icons represent special rules that pertain to the ability, the rules for which can be found in Section 4.3c "Ability Attributes".

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



SECTION 4 - PLAYING A GAME

4.1 - GAME ROUNDS

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

1. START PHASE

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

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

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

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

2. UPKEEP PHASE

Resolve effects that occur during the Upkeep Phase now.

3. ACTIVATION PHASE

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

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

4. VICTORY PHASE

At the 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 UNIT

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

Whenever a unit is activated, assign it Action tokens (▲) equal to its Starting Action Pool. If it is a Field Officer, also assign it Order (●) tokens equal to its Order value.

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

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

4.3 - ABILITIES

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

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

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

When you use an ability, follow the below procedure:

1. CHOOSE ABILITY

Select an action or Order listed on the unit's profile.

2. PAY COST

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

Core Rules v.70 (BETA)

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 units to perform **free actions**. A free action may be performed any time during a unit's activation it could perform a normal action. Such actions do not have a cost that needs to be paid.

4.3B - ACTIONS VS ORDERS

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

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

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

4.3C - ABILITY ATTRIBUTES

Some abilities feature special attributes that are denoted by icons listed underneath their profile, which describe special rules pertaining to that ability:


INTERRUPT

Unlike other abilities, **interrupt** abilities (or **interrupts**) can't normally be used during a unit's activation. Instead, these abilities will specify certain conditions under which the ability is **triggered** and may be used.

Such abilities may interrupt the normal ability or attack procedure. If the Interrupt occurs during a unit's activation, once the ability and all further Interrupts are completed, the unit's activation resumes as normal.

If resolving an Interrupt triggers further Interrupts, resolve these Interrupts in the reverse order of their triggering. A single unit may only respond to a trigger with a single Interrupt and if an interrupt is unlimited it may only be performed once in response to each triggering event.

If a trigger meets the conditions for the Interrupt abilities of multiple units, follow the below procedure in place of the normal actions procedure:

1. ACTIVE PLAYER DECLARES INTERRUPTS

The active player declares all interrupt abilities they wish to use in response to the triggering event.

2. OPPONENT DECLARES INTERRUPTS

The active player's opponent declares all interrupt actions they intend to use in response to the triggering event.

3. PAY COSTS

Pay the cost of each declared interrupt ability by spending the appropriate tokens, as explained in the "Pay Cost" section of the procedure in Section 4.3.

4. RESOLVE ACTIVE PLAYER INTERRUPTS

Following steps 3-5 of the procedure in Section 4.3, resolve each of the active player's declared interrupts in the order they choose.

5. RESOLVE OPPONENT PLAYER INTERRUPTS

Following steps 3-5 of the procedure in Section 4.3, resolve each of the non-active player's declared interrupts in the order they choose.


UNLIMITED

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


PSYCHOKINETIC

See Section 4.4 "Psychokinetic Actions and Points".

4.3C - CANCELING ACTIONS

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

A canceled ability is considered to have not been issued or performed, but its cost remains spent if it was canceled after its "Pay Cost" step. A canceled ability may still be attempted again by paying its cost as normal.

Core Rules v.70 (BETA)

4.3D - COMMON AND SPECIAL ACTIONS

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

Below are the rules for all common actions:



MOVE

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



ATTACK

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



ASSAULT

This unit moves up to 3" then may perform a melee attack.



STORM

This unit moves up to 3" then may perform a ranged or AOE attack.



INTERACT

This unit interacts with target scenario element within 0".

4.3E - FIELD OFFICER ABILITIES

While it is not listed in their profiles, all Field Officers have access to two special orders that they may issue; Command and Call in Support.



COMMAND

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

When the Commanded unit is assigned Action tokens (▲) equal to its Starting Action Pool, also assign it Action tokens equal to its Command Modifier.

This Field Officer may not use abilities or end its activation during the commanded unit's activation, but this Field Officer's activation is not considered to have ended during the Commanded unit's activation.



CALL IN SUPPORT

This unit's controlling player gains 1 Asset Point.

4.4 - PSYCHOKINETIC ACTIONS AND POINTS

Psychokinetic actions are special abilities whose cost is paid in **Psychokinetic points** (also referred to as **PKP**). Otherwise these actions are performed in the same manner as other abilities.

The number of PKP a unit has available to them is indicated by circles (○) on the front of the beside the damage track on their profile. Each circle represents one PKP.

4.4A - SPENDING PSYCHOKINETIC POINTS

When a PKP is spent you can fill in one PKP circle to indicate the point has been spent. Spent PKP may not be spent again until they are **refreshed**.

Tip: PKP icons can be marked off or filled in on the unit's card to denote that they have been spent; then the mark can be erased when the point is refreshed and may be spend again.

4.5 - SPECIAL RULES

Special rules are passive effects that alter how a unit functions within the game. While most special rules are always in effect, some wait for specific triggers.

4.5A - "AT ANY TIME" SPECIAL RULES

The controlling player can decide to use an "at any time" rule even to interrupt the normal procedure of an attack or ability.

4.5B - ENHANCEMENTS

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

Unlike other special rules, enhancements are not always in effect unless they are **active**. While an enhancement is not active it is considered **inactive** and its special rules are ignored. When an inactive enhancement is **activated**, it becomes active. Likewise when an active enhancement is **deactivated**, it becomes inactive.

Tip: Enhancement icons can be used as a "check box" to note on the card whether it's active or inactive by marking it up. They may also be found elsewhere on the card for easy reference.

SECTION 5 - MAKING ATTACKS

5.1 - ATTACKER, TARGET, AND POINT OF ORIGIN

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

For melee or ranged attacks, the unit performing the attack is the attack's origin. For AOE attacks, the AOE marker of the attack is the attack's origin.

5.2 - MAKING ATTACK ROLLS

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

1. ROLL ATTACK POOL

Roll 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**.

- 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)).
- If the result sum is not included in any of the weapon's hit levels in the weapon's damage track, the attack is a **miss** and the attack procedure ends immediately.
- Otherwise, the attack is a **hit**.

MAKING ATTACK ROLLS

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

(Acc 4).



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

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

In this case, result of 7 deals 5 damage.

5.2A - IN COVER AND OBSCURED

Cover and obscurement are terrain effects that alter the results of Ranged and AOE attack rolls, but not Melee attack rolls.

A unit is in **cover** (also referred to as **benefitting from cover**) when it is base to base with an obstructing or low terrain template, is the target of a ranged or AOE attack, and if any line drawn between it and the attack's point of origin travels over the obstructing or low terrain template with which the target is base to base.

A unit is **obscured** (also referred to as **benefitting from obscurement**) when it is the target of a ranged or AOE attack and any line drawn between the it and the attack's point of origin travels over an obstructing or low terrain template. A unit is also obscured when it is the target of a ranged attack and is completely within the area of obscuring terrain.

An attack suffers -1 Acc while the target unit is obscured.

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

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

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

*A unit gets **obscurement** when it is behind obstructing or low terrain that it is not touching or is completely within the area of obscuring terrain. AOE attacks aren't obscured by obscuring terrain. A unit never benefits from both.*

5.3 - ENGAGEMENT ZONE

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

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

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



5.4 - ATTACK PROCEDURE

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

1. CHOOSE WEAPON

Choose a weapon listed in the unit's profile.

- a. If a ranged weapon is chosen 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 unit within LOS of the attacking unit and within the range of the chosen weapon to be the target of the attack.

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

D. DETERMINE TARGETS

Units within a distance of the AOE marker equal to the AOE value of the chosen weapon and to which the AOE marker could draw LOS as if it were a unit (ignoring Obscuring Terrain) are considered targets of the attack even if they are friendly to the unit performing the attack. Perform the remaining steps of this procedure for each target in the order the Attacking unit's controlling player chooses, then remove the AOE marker.

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 unit 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 unit 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 unit 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 one 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.



REND

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



SUPPRESSION

Assign the target unit one Suppression token.

5.6 - DEFENSES

A unit has a number of defenses listed in its profile. During the Apply Defenses step of attacks targeting a unit, 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 unit may push up to 2".

If Dodge was used in addition to other defenses, the target unit 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 unit 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 unit was destroyed.

5.7 - APPLYING DAMAGE AND REMOVING CASUALTIES

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

The **casualty zone** is an area removed from the combat zone that separates units that have been destroyed from units remaining in the combat zone. Units 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 indicated by the damage boxes printed on the unit's profile that can be filled in when the unit takes damage. When all the boxes are filled that unit's damage value has been exceeded and they are incapacitated.

5.7A - DAMAGE SOURCES

Unless otherwise specified, the unit on whose profile the rule or ability appears that is responsible for dealing damage appears is the source of that damage. When a unit is performing an attack, that unit is the source of damage dealt by that attack.

5.8 - SPECIAL WEAPON ATTRIBUTES

Immediately below a weapon's profile it may list one or more special weapon attributes that alter how it functions. Rules for those attributes can be found here:

ASSASSINATE

The damage value of attacks performed using this weapon is increased by half the difference (rounding up) between the target's Ev and the sum of the result pool of that attack.

INDIRECT

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

RAPID FIRE

After 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.

SLOW

This unit may only perform one attack using this weapon each round.

SECTION 6 - TOKENS

Tokens are game counters used to represent resources or effects. A single unit may be assigned an unlimited number of tokens unless otherwise specified. Tokens should be placed on the board near the unit to which they are assigned so that their association with that unit is obvious. If a unit is assigned multiple tokens of a type that a unit may never have more than one of assigned, discard any tokens assigned beyond the first.

When a token is **spent**, remove that token from the assigned unit. Units often gain effects or abilities by spending tokens and can only do so once per individual token but may do so more than once per token type.

For example: a unit may spend multiple Fury Tokens to perform Assault or Melee Attack actions, but each individual Fury token spent only pays the cost of one of the above actions before being removed.



ACTION

Rules for assigning and using Action Tokens can be found in Section 3 "Playing a Game".

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



CONCENTRATED FIRE

Concentrated Fire tokens affect some special rules.

All Concentrated Fire Tokens are discarded at the end of the round.



CONCUSSION

During the Modify Result Pool step of an attack roll targeting a unit with a Concussion Token assigned to it, add 2 to the total of the Result Pool.

A unit may never have more than one Concussion Token assigned to it at any time.

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



FURY

A Fury token may be spent in the place of an Action token to pay the cost of Attack or Assault actions. If you spend a Fury token to perform an Attack action, the attack must be performed with a melee weapon.

Fury Tokens remain assigned to a unit until discarded or spent.



MARKER

During the Modify Result Pool step of an attack roll targeting a unit with a Marker Token assigned to it, add 2 to the total of the result pool.

A unit may never have more than one Marker Token assigned to it at any time.

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



ORDER

Order Tokens equal to a Field Officer's Ord value are assigned immediately when that unit activates.

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



SUPPRESSION

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

As a free action during its activation a Field Officer may spend any number of Order tokens to discard an equal number of Suppression tokens from friendly regulars within its Rad.

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

Discard all Suppression tokens assigned to a unit at the end of that unit's activation.



REND

While resolving attacks targeting a unit with a Rend token assigned to it, the attack gains +2 damage. A unit may never have more than one Rend token assigned to it at any time.

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



INFEST

When a unit with an Infest token assigned to it is destroyed, before it is removed as a casualty place one deactivated Volgox Crawler unit with one unassigned damage in base contact with it. The Volgox Crawler becomes part of the team that is enemy to the destroyed unit.

A unit may never have more than one Infest token assigned to it at any time.

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

CHANGE LOG

V.10 - Initial Release

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

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

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

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

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

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

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

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

FAQ & COMMONLY MISPLAYED RULES

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

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

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

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

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

Q: How does the Pack Tactics ability (ZTP Pride Packleader) work?

A: The ability improves attacks resolved against enemies that are within 8" (Rad) of the Packleader, making your team more effective if the Packleader leads the charge!

The Packleader itself does not benefit from Pack Tactics since it is not an Infantry unit.

Q: If a Concussion token is removed by an effect (such as Willbreak/Qairus, Synod Agent), can the Concussion attack modifier effect be applied again in the same round?

A: Yes.

Have rules questions or comments of your own?
Contact the team at questions@breachstorm.com!

OTHER INFO

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

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