



MANUAL NO. 01-2308

0025

MATTEO SCIUTTERI

THE BREACH

A SCIENCE FICTION ROLEPLAYING GAME

SURVIVE THE PARADOX

In 1943, the Ministry of Culture and Science of The Enlightened Confederacy initiated an experiment to test Möbius-Higgs' theory of Space-Time Flows. However, something went terribly wrong: an explosion occurred in one of the laboratory's particle accelerators, creating a portal between our world and countless other dimensions, known as the Breach.

THE BREACH is an intense sci-fi and horror game, set in a dystopian retro-future, that unfolds at a relentless pace.

Drawing inspiration from the iconic science fiction novels of the 1970s, this game will transport you through time and space, revealing a multitude of parallel worlds referred to as Paradoxes. As a Watcher, your role is to gather data and information, delving into these infinite universes in search of hidden secrets, all while attempting to survive and make it back to the Bastion in one piece... if that's even possible.



THIS GAME IS
BREATHLESS



**NEED
GAMES!**

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PDF Included

To my wife, **Giulia**:
I wrote this game as we faced
a major change in our life.
It was exhausting, but thanks to you,
I never stopped trying.



A special thanks to **Cristiano**:
your ideas and notes have been
the foundation of this long work.

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Ministry of Culture and Science
Enlightened Confederacy
Official Communication
Confidential - level 7bis only

Printed at the Palace of Culture and Science

To: All Employees of the Ministry of Culture and Science
From: The Vessel

Subject: Creation of New Divisions within the Ministry

I am pleased to announce the creation of five new divisions within the Ministry of Culture and Science, each focused on a specific aspect of our mission to [REDACTED] and to glorify The Enlightened Confederacy. These divisions are:

The Department of Bizarre Anomalies: this department will be led by the Collector and will be responsible for studying and cataloging strange and unexplained occurrences that are encountered during [REDACTED], as well as attempting to find explanations for them.

The Department of Alien Technologies: this department will be led by the Engineer and will be responsible for studying and reverse-engineering any advanced technologies that are encountered during [REDACTED], with the goal of adapting them for use in the Bastion and the wider world.

The Department of Out-of-the-Box Thinking: This department will be led by the Thinker and will be responsible for finding creative and unorthodox solutions to [REDACTED] that arise during [REDACTED], often through the use of unconventional methods and technologies.

The Department of Theoretical Physics: This department will be led by The Chronicler and will be responsible for exploring the fundamental nature of reality and developing new theories and models to explain the mysteries of the universe.

The Department of Interdimensional Red Tape: This department will be led by the Bureaucrat and will be responsible for managing the bureaucracy and paperwork involved in [REDACTED] regulations.

All divisions will report directly to the Logistics, whose Director reports directly to the Vessel. We are confident that these new divisions will help us to better achieve our goals and to continue our mission of exploration and discovery. We look forward to the contributions that each of you will make to the success of these divisions and the Ministry as a whole.

Sincerely,
The Vessel





AUTHOR'S FOREWORD

Writing *THE BREACH* was a long and hazardous journey. I got the idea during a time of great changes in my life and those changes inspired me to write about new worlds to explore. I was taking the first step into the unknown, much like the Watchers crossing the Breach.

As with any journey, there were numerous stops and obstacles along the way. However, eventually, the game started to take shape, albeit still incomplete.

When I published the first draft, I thought the game would flew under the radar: sci-fi games are often considered a "niche". Fortunately, things took a turn and one morning in summer a phone call completely changed the course of this game: I will forever be grateful to Nicola and Marco for believing in this project and providing me with the opportunity to further enhance it.

What you hold in your hands is the revised version of *THE BREACH*, which I consider to be the "official version".

We worked really hard to make it as complete as possible, so that the game is as exciting, clear and fun as possible.

My hope is that *THE BREACH* will provide you and your friends with hours of excitement and surprises.

If you have any feedback, critiques, or questions, you can reach me on Twitter: @MasterRPG.

Enjoy your journey through the endless worlds beyond the Breach.

Matteo

ACKNOWLEDGMENTS

While working on this game, I used ideas and inspirations that I have been carrying around for more than twenty years – I couldn't have written this game without all the hours I spent playing many other games.

However, some games have influenced my work more than any other. I learned a lot playing them – as a player and a game designer. If you find something good here in *THE BEACH*, you can bet I have stolen it from one of these games.

Without them, this game would not exist.

Mothership, by *Tuesday Knight Games* (@playTKG)

- The general mood of the game
- The way they teach the rules
- The panic check

Mausritter, by *Losing Games* (@isaacwilliams)

- The vulnerability of the characters
- The idea that we're fighting to improve our world

Blades in the Dark, by *John Harper* (@john_harper)

- The resistance roll
- The progress clocks
- The conversation flow between the Operator and the players

Torchbearer, by *Thor Olavsrud* (@Mimir9) and *Luke Crane* (@Burning_Luke)

- The resource management
- The traits and the checks that players have to earn

Nova, by *GilaRPGs* (@gilarpgs)

- The combat flow
- The enemies' moves

Cairn, by *Yochai Gal* (@yochoaigal1)

- The design philosophy
- The rules to convert creatures from OSR games

Please read this User's Guide carefully (in particular, the precautions for safety) before starting your missions as a watcher.

Follow the instructions to make sure you don't encounter any unexpected effects during your journeys into the Paradoxes.

The Enlightened Confederacy or the Ministry of Culture and Science are not liable for any accidents or safety hazards resulting from the use of this manual or the tools described therein.

Manual NO. 01-2308 - Printed in June 1959

Object: Glossary

- BASTION** - once an underground bomb shelter, today a real mini-city, able to accommodate an entire community
- BOOK OF IRON** - book in which the names of the citizens of the Bastion and the laws are written
- THE BREACH** - a portal to another dimension
- CARDINALS OF CONFEDERACY** - the currency of the Confederacy
- CLOAK** - a special suit worn by the watchers to protect them from the alien worlds' hazards
- THE COLLISION** - event that triggered the opening of the Breach
- CYCLE** - the unit of measurement of long-term time section (more or less one and a half months)
- THE ENLIGHTENED CONFEDERACY** - regime that arose during WW2, following a dramatic event that shocked humanity
- EYE** - the most important building inside the Bastion: a machine to analyze and research the Breach and the Paradoxes
- FORGERS** - those who write in the Book of Iron
- HERALDS** - the military force of the Confederacy
- INNER CIRCLE** - the group formed by the Prime of State and their closest figures
- MELTDOWN** - process by which the Paradox collapses and dissolves
- PARADOX** - the portion of an alien planet connected to our world by means of the Breach
- PRIME OF STATE** - head of the Confederacy
- PYRAMID** - popular card game
- SPOOLS** - electric generators that power the Bastion
- VESSEL** - head of the Heralds
- WARDENS** - a team of scientists specializing in the study of the Paradoxes
- WATCHERS** - a group of people trained to traverse the Breach and explore Paradoxes before the meltdown process begins

Hi! I'm MISS GOLDIE. I'm your guide for this handbook. Every time you find me, pay attention: I have much to teach you. Here is my first tip: not all text in this book is **game rules**. There is also some flavor text to help you set the mood.

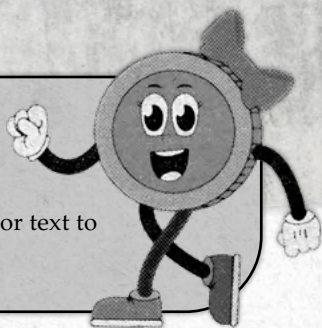


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HOW TO SURVIVE

CHAPTER 1

WELCOME TO THE TRAINING PROGRAM

Printed at the Palace of Culture and Science, editorial permission number 87b30.

Authorization granted by the Ministry of Culture and Science, following the law 616 of April 5, 1958.

The information contained herein is confidential. Only employees of level 7bis or above are authorized to browse this manual.

If you come into possession of this manual and do not have the authorization to read it, please return it to your supervisor.

Any transgression will be punished according to current laws.



1.1 THE GAME

1

THE BREACH is a game set in a dystopian retro-future.

In 1943, the Ministry of Culture and Science of The Enlightened Confederacy initiated an experiment to test Möbius-Higgs' theory of Space-Time Flows. However, something went terribly wrong: an explosion occurred in one of the laboratory's particle accelerators, creating a portal between our world and countless other dimensions known as the Breach.

Following this experiment, recorded in the annals as the Collision, the Ministry of Culture and Science building was isolated, and all employees were evacuated and taken to the underground bomb shelter called the Bastion.

All the experiment's details have been classified, and the people inside the Bastion have been isolated, without being able to communicate with the outside world.

However, what was supposed to be a temporary measure was extended over time by the Prime of State's proclamation, which postponed the opening of the sealed doors of the Bastion indefinitely.

Isolated, the members of the Ministry of Culture and Science, under the supervision of the Heralds (the military unit in charge of defense), reorganized life within the Bastion. They created a social structure inspired by one of The Enlightened Confederacy, with a hierarchy and a primary purpose: to explore the worlds beyond the Breach.

They established the R.A.C.E. Protocol (Research, Analyze, Collect, and Eradicate) to deploy teams of specialized scientists, known as watchers, into the uncharted realms beyond the Breach. These watchers are dedicated to continuing the research that was initiated through the experiment, drawing inspiration from Möbius-Higgs' theory.

Twenty-five years later, the R.A.C.E. protocol is still in operation, and the social structure within the Bastion is now well established: the population has hardly any memory of the outside world.

Each activity exists and is organized around a single purpose – to fulfill the most recent directive from the Prime of State: ***“travel through the infinite worlds, to glorify The Enlightened Confederacy”***.



WHERE IS THE ENLIGHTENED CONFEDERACY LOCATED?

Geographically The Enlightened Confederacy is not defined in the rulebook. It could be located in Central Europe, the South Americas, Indonesia, Africa... it could be everywhere. It is not defined by design: it's up to the players to decide where it resides.

The Enlightened Confederacy arose during WWII, following the dramatic event that shocked humanity. This occurrence diverges from the history we know, creating an alternative, dystopian world.

The game illustrates the organization of The Enlightened Confederacy, without delving into the details of its founding.

This information was deleted from the archives by the Ministry of Culture and Science and, over time, has been lost.

You can decide if you like, or you can choose to let the mystery linger throughout your campaign.

HOW IS THE WORLD OUTSIDE THE BASTION?

This information is impossible to discover through official channels. In the past, using the pneumatic mail system, the Vessel exchanged daily messages with the members of the Inner Circle, reporting the will of the Prime of State.

However, over the years, communications have become increasingly rare. Nowadays, only once each cycle does the Vessel receive a message from the Prime of State. This communication includes a speech to read to the entire population of the Bastion, laden with propaganda and encouragement for the brave citizens who have been sacrificing their lives for the sake of The Enlightened Confederacy for decades.

What is happening in the outside world? What is the real purpose of the Prime of State? Is there still a Prime of State, or are the messages written by members of the Heralds to keep the citizens quiet? Have other Breaches appeared in different regions of the earth?

The rulebook does not answer these questions: the game's focus is the missions in the infinite alien worlds reachable through the Breach.

However, feel free to explore these themes if you wish - the outside world may hold just as many exciting adventures.

1.2 EPISODIC GAME

The game follows an episodic structure: the watchers receive their briefing, they venture into the Breach, reaching an unknown world known as a **Paradox**, and the mission begins.

Objectives typically involve exploring the Paradox, gathering samples, reaching designated areas, or eliminate hostile creatures. Then the watchers must return before time runs out. Following the mission, a brief period of **downtime** allows for regrouping and character improvement before concluding the episode.

A mission can be completed within a single two to three-hour session.

1.3 HIGH PACE

The game is conducted at a high pace: each mission is a race against the clock. The watchers enter the Paradox and must find information and collect as many samples as possible before their resources run out or the Paradox becomes **unstable**.

1.4 THE WATCHER PLAYERS

Each player creates and plays a member of the **watchers**: scientists and soldiers brought together to explore the Paradoxes.

The players engage in the game, following their own agenda, explore the Paradoxes, try to survive in an alien world, all while discovering the destiny of their character.

1.5 THE WATCHERS

The watchers are experts in their fields, determined to do whatever it takes to study the Paradoxes and complete their missions. They aren't heroes but ordinary people trained for a dangerous task.

The watchers work in groups: entering a Paradox alone is far too dangerous. Their gear always includes tools, weapons, and the **Cloak**, a special suit they wear to be protected from the alien world's hazards.



1.6 THE OPERATOR

The **Operator** (known as Game Master in other games) is a player who, unlike everyone else around the table, does not play a specific character. Their job is to provide other players with details of the game world, fill it with dangerous obstacles and play **Non-Player Characters** (NPCs) who have their own agendas.

The Operator describes the game and the outcomes of the watchers' actions, portraying a dying world and its dangers, dramas, and unforgiving nature. They present opportunities to the PCs, then they follow the consequences wherever they lead.

1.7 SIMPLE MECHANICS

The game has simple mechanics: to create a character, each player grabs a character sheet and fill it in, by choosing between specific options and answering questions.

The players have only one resolution system to avoid consequences and dangers: the **Reaction Roll**. With a Reaction Roll, they can establish their approach and goal, and the Operator explains the threat they are facing.

The game uses dice pools: several dice of different sizes are rolled together, and the highest result establishes the direction of the story.

Every time the players grab the dice, the story reaches a critical point – the dice roll, and the result will answer two questions: does the character succeed in getting what they want? What consequences will the character face for their actions?



1.7.1 DICE

1

Five types of dice are used in the game: **d4s** (four-sided dice), **d6s** (six-sided), **d8s** (eight-sided), **d10s** (ten-sided) and **d12s** (twelve-sided).

Each player needs at least one die of each size, but the more the better.

The dice represent the physical, mental and material resources available to the characters: the larger the size of the die, the greater the resource.

But surviving on missions is challenging, and each time a die is used, its size is reduced by one:



1.8 OLD SCHOOL PLAYSTYLE

THE BREACH is a game that allows you to play in an **Old-School style**.

The players must rely, above all, on their intuition and ability to read the game and determine the best approach to face its challenges.

The Operator has the task of creating an adventure full of challenges and dangers in order to give the life of the characters interest and excitement.

The story that emerges from the game situation will be created scene by scene and will reveal the watchers' courage and dedication to the cause of exploring alien worlds.

You play to find out what happens to the watchers during their missions, how they face the dangerous obstacles they will encounter, and what decisions they will make.

The game mechanics are meant to reflect the feeling of danger and the fatigue experienced by the characters: the watchers are not heroes, but ordinary people (specialists in their field) who are willing to risk their lives for their goals.



With each successive mission, the watchers will endure injuries and traumas that gradually weaken their resilience. Additionally, their equipment will deteriorate over time, eventually reaching a point where it becomes unusable.

In THE BREACH, nothing lasts forever.

1.9 OPERATOR'S AGENDA

- **Describe the situation.** Remember that you are the eyes and ears of the watchers and all their other senses. Help them note crucial details about their situation so they can make a correct decision.
- **Ask questions.** Ask the players what their watchers do, what they think, and what their goals are. Build on their responses, leading them to a Reaction Roll.
- **Don't try to tell a story.** It's not your job – the story will emerge from the challenges you present to the players and their watchers' reactions to those challenges.
- **Use logic.** When you have to evaluate the outcome of a Reaction Roll or a creature's reaction, do what is most logical.
- **Give them challenges.** Each area should contain one or more challenges to face using different approaches. Threaten the life of the characters and let them make risky decisions.
- **Give them tough choices.** Create situations where they must choose between risk and reward, or between two different risks.
- **Let yourself be surprised.** Let their choices and ideas amaze you and answer questions left unresolved in the adventure.
- **Keep the pressure up.** Make time pass, deplete resources, make the clock and keep up the pressure.
- **Embrace chaos.** Use random tables to create unexpected situations. Let chaos change the game.

1.10 WATCHER'S AGENDA

- **Ask questions.** Ask for more information and details about the situation or the layout of the area you are in. Use the answers to inform your actions.
- **Don't try to defeat every hostile creature.** You are in an alien world with one purpose: to explore its areas and complete your mission. Neutralizing every hostile creature you encounter is not your goal and is often very risky.
- **Fighting is a last resort.** Combat is dangerous and unpredictable: you should only resort to it when other alternatives have failed. Talking to an opponent or working your way around an obstacle are often more effective and less dangerous choices.
- **Flee.** If you are running out of resources, the danger becomes overwhelming, and your fate hangs precariously... don't be afraid to run away.
- **Use your gear.** Use the items you carry with you, leveraging them on the right occasions: an item can be highly effective in the right circumstances, but not as useful in many others.
- **Don't be afraid of death.** Death is part of the game. If your character dies, it's time to make a new one. Nothing lasts forever.

1.11 TONE AND STYLE

THE BREACH is a science fiction role-playing game with a retro-futuristic aesthetic inspired by the genre fiction of the 1960s and 1970s.

But what kind of stories play out in THE BREACH? What is the tone and atmosphere during game sessions?

The answer is: multiple (like the universes to be explored in the game!). Below is a non-exhaustive list of the most common playstyles you can use when playing THE BREACH.



1.11.1 DYSTOPIAN SCI-FI

The dystopian regime of The Enlightened Confederacy is military in nature: the rules that apply in the Bastion community are strict and the inhabitants follow them under the constant threat of hidden retaliation and exemplary punishments.

For watchers, completing a mission is a matter of honor, but also a way to preserve their status in a society where the lowest are considered expendable. Living in the Bastion is as dangerous as facing missions in Paradoxes.

Aesthetic: cold, pale colors. Black and white are predominant, and red is associated with the regime. Citizens all wear the same clothes, similar to civilian uniforms, while officials are easily distinguishable with solid-colored outfits of different colors (**e.g.** Heralds in black uniforms, wardens in blue uniforms, watchers in green uniforms).

Touchstones:

- The video game **Frostpunk**, by *11 bit studios*
- The book **Fahrenheit 451**, by *Ray Bradbury*
- The movie **Equilibrium**, by *Kurt Wimmer*
- The movie **THX 1138**, by *George Lucas*
- The manga **Blame!** by *Tsutomu Nihei*

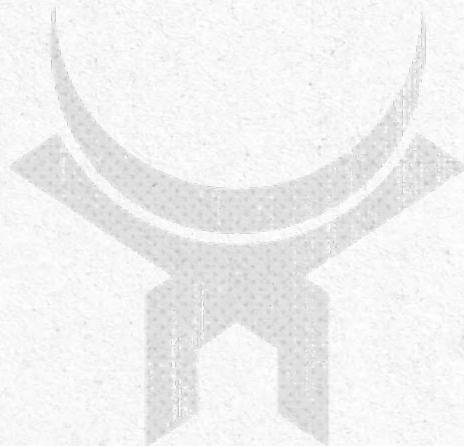




FIGURE 1-1

The first Paradox explored in *Operation Genesys*.



1.11.2 BLEAK SCI-FI

The dystopian regime and its rules remain somewhat in the background: the heart of the sessions are the journeys within the Paradoxes, inhospitable alien worlds inhabited by dangerous and aggressive creatures.

Every mission beyond the Breach risks being the last for inattentive or unprepared watchers. Weapons are not always decisive, resources are consistently scarce. The race against time before the meltdown process is a Sword of Damocles that constantly hangs over the heads of the characters.

Aesthetic: dirty and chaotic, painted with cold and unharmonious colors. Smoke, cables, pipes, levers, and buttons are everywhere – including the tools and uniforms of the watchers. Alien worlds may have bright colors but everything inside them is lethal.

Touchstones:

- The TV show **Chernobyl**, by *Craig Mazin* and *Johan Renck*
- The movie **Alien**, by *Ridley Scott* and *Dan O'Bannon*
- The video game series **Resident Evil**, by *Capcom*
- The video game **S.T.A.L.K.E.R.**, by *GSC Game World*
- The movie **The Abyss**, by *James Cameron*

1.11.3 POST-APOCALYPTIC SCI-FI

The regime of The Enlightened Confederacy, although dystopian, is a necessary evil. The situation is dramatic. Resources in the Bastion are running out. The strict rules and enforced sense of serenity serve as tools to avert panic and stave off the deepest despair among the populace. But the future is not rosy: the fate of the Bastion and its community hangs by a thread, hinging upon the success of the watchers' missions and the discoveries they make while exploring the Paradoxes. The heart of the game session is the survival of the Bastion, which may be humanity's last glimmer of hope.



Aesthetic: everything is decadent, although hidden behind a facade of stability. The citizens of the Bastion are hungry and thin, but they try to smile because they have been taught to do so. The watchers are viewed with suspicion and sometimes resentment because the few remaining resources are used for their missions. The worlds to be explored are wild, often arctic or desert environments, and drain resources. The struggle for survival is at the expense of others, whether they be the weakest in the community or the living beings of alien worlds.

Touchstones:

- The book **Metro 2033**, by *Dmitry Glukhovsky*
- The movie **12 Monkeys**, by *Terry Gilliam*
- The movie **Interstellar**, by *Christopher Nolan and Jonathan Nolan*
- The TV show **Space 1999**, by *Gerry and Sylvia Anderson*
- The video game series **Fallout**, by *Interplay Entertainment and Bethesda Game Studios*
- The official music video of **Untitled#1**, by *Sigur Rós*

1.11.4 BLACK COMEDY SCI-FI

The regime is chaotic and poorly organized, suffocated by excessive bureaucracy in which there are spaces and legislative gaps exploited by the most audacious.

The watchers' missions are a consolidated *routine*: dangerous and deadly, but inserted in a context that makes them seem almost normal, as if the watchers were simply state employees. It is normal to read the daily bulletin of the fallen, whether watchers who never returned from their mission, or citizens lost in the most labyrinthine levels of the Bastion. It is normal to receive less and less rations and they are more and more meager. It is normal to see citizens punished with force in public places by the Heralds for disobedience. And, in this normality, the colors and joy of animated advertising posters placed in every corner of the Bastion, with mascots like **Miss Goldie** shouting positive and encouraging slogans, create an unsettling dissonance.



Aesthetic: the predominant colors belong to pastel palettes, the shapes are rounded, and the furniture is stuck in the 1950s. In public offices, piles of paper documents are scattered everywhere, while the pneumatic mail system is constantly in operation to deliver the numerous authorization requests that refer to codes and laws of which no one, now, really knows the meaning.

Touchstones:

- The TV show **Loki**, by *Michael Waldron*
- The movie **Brazil**, by *Terry Gilliam, Tom Stoppard and Charles McKeown*
- The book **Slow Boil Rising**, by *D. T. E. Madden*
- The movie **Wall-E**, by *Andrew Stanton and Jim Reardon*

1.12 BEFORE YOU START

Start reading the rule book. The game is simple and even if you don't have any kind of previous experience with role-playing games, you should be able to pick it up without any issues.

After reading the rules, the Operator should prepare a mission and a Paradox to present to the players, following the rules in **The Breach** chapter (p. 86).

Then gather your friends and pitch the game, reading the **How to Survive** section and emphasizing the tone you intend to use and the related touchstones.

Print the reference sheets and the character sheets.

Consider which safety tools you want to discuss with the group before playing: **X-Card**, **Lines / Veils**, **Script Change**, etc. If you are new to these tools, you can find helpful resources online to familiarize yourself with them.

Finally, start playing and find out!

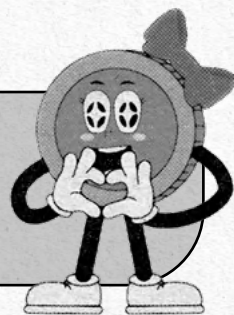
1.13 WHAT YOU NEED TO PLAY

- Two to four players, plus one Operator.
- A handful of dice. At least one of each size, but the more, the better.
- Printed or online copies of the character and reference sheets.
- Some index cards.
- Pencils and markers.

1.14 CHARACTER SHEET

You can find the character sheet of **THE BREACH** at page 127 or at **www.need.games**

Let's keep in touch: for questions, criticism, suggestions and comments visit the game page at **www.need.games** or contact the author at **www.matteosciutteri.it**.





THE WATCHERS

CHAPTER 2 WHO ARE YOU

PLEASE PROVIDE AN IDENTITY DOCUMENT

To participate in expeditions beyond the Breach and to be among the lucky ones sent on missions in the Paradoxes, watchers must exhibit their qualifications, training, and unwavering loyalty to The Enlightened Confederacy.

For this reason, each person who decides to apply and become part of the R.A.C.E. program must fill out a questionnaire, the outcome of which will determine both the candidate's suitability and their role within the team.



2.1 CHARACTERS

The watchers are highly specialized professionals recruited after a careful and lengthy selection process.

For this reason, the characters in the game are not defined through a list of skills – they are all experts at what they do.

What distinguishes one character from another is their ability to act using different approaches, which make one watcher more suitable than another in specific situations.

Furthermore, the equipment supplied to watchers is essential for their survival within a Paradox.

2

MINISTRY OF CULTURE AND SCIENCE

Mission Code Name: Operation Harvest
Mission Goal: Collect resources
Supervisor: Warden Reagan



Upon entering the Paradox, the [REDACTED] were immediately struck by the abundance of [REDACTED] that were available for harvest. They quickly set out to gather as much as possible, collecting a [REDACTED] and other materials that could be used for various purposes back in the Bastion.

The [REDACTED] were able to collect a large [REDACTED] in a short amount of time, and returned to the Bastion with their haul. No casualties were sustained during the mission, and the [REDACTED] will be a valuable addition to the Bastion's reserves.

Overall, the mission is considered a success.

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2.2 APPROACHES

The characters can take four different approaches: **Aware**, **Mighty**, **Quick**, and **Sneaky**.

Each approach describes a specific course of action, which allows the player to determine how the watcher faces a dangerous obstacle. Approaches are used when the player has to perform a Reaction Roll, and each approach is associated with a die, which is added to the player's pool.



AWARE An approach used to move carefully, evaluate situations and consequences, calmly spending time to come to a rational decision.



MIGHTY An approach emphasizing physical prowess and strength, used to exert force, confront adversaries, and engage in actions involving conflict.



QUICK An approach used to act quickly, with agility and precision, but without dwelling on the details.



SNEAKY An approach used to act stealthily, to mislead or to deceive.



2.3 STAMINA

Stamina represents the physical and mental resources of a character. When a player has to perform a **Reaction Roll**, they can decide to add the stamina die to their pool.

After the Reaction Roll, their stamina die will be reduced by one size, making the character more tired and less reactive, and also endangering their health.

Stamina is also used to make **Save Rolls** when the character suffers one or more Harm: the greater the size of the stamina die, the more likely it is that the watcher will avoid a fallout (p. 52).

At the beginning of each mission, each character assigns a **d12** to their stamina, and stamina can never go below **d4**.

2.4 EQUIPMENT

Each watcher is equipped with standard gear and some other items they can take with them during the mission.

Characters are restricted to carrying a maximum of two weapons and three items in their backpacks at any given time.

2.4.1 THE CLOAK

During a mission, watchers wear one of the most modern and innovative protection systems, developed by the most advanced minds of the entire Enlightened Confederacy: the **Cloak**.

The Cloak is a futuristic suit that has effectively become the uniform of the watchers. It comprises two protective layers: the **veil**, capable of protecting from radiation and extreme temperatures, and the **husk**, capable of absorbing shocks and damage.



The Cloak is fundamental for survival within a Paradox. Before crossing the Breach, it is impossible to know the climatic conditions and environmental parameters of the place where the team will have to act.

This uniform is also equipped with measurement and communication tools.

THE VEIL

The veil protects against radiation and extreme temperatures.

At the end of their turn, if the character is exposed to extreme conditions, the player must decide whether to resist using the Cloak or suffer the effects of these conditions.

THE HUSK

The husk protects against shocks and damage. When a character suffers one or more Harm, the player can decide to resist and absorb them with the husk (p. 51).

THE GAUGE

The Cloak's sophisticated technology collects internal (pertaining to the wearer) and external (pertaining to the environment) data, which is then displayed on the gauge.

This enables the watcher to maintain constant awareness of their health status, remaining stamina, and the extent of damage sustained.

In addition, the gauge allows the character to detect temperatures, mobile heat sources, and levels of radiation, albeit with a margin of error of approximately 5-7%.





MASK FILTER

The Cloak is equipped with a breathing mask and filters to make the air breathable.

FLASHLIGHT

Integrated into the Cloak is a lighting system: the watcher can turn on the flashlight when needed. If the flashlight's battery runs out or the flashlight becomes damaged, the character no longer has a light source in time of need.

COMMUNICATION SYSTEM

Finally, the Cloak is equipped with a radio communication system that establishes a direct link to the base of operations within the Ministry of Culture and Science. It can transmit moving images as a live stream at the astounding resolution of 128x64 luminous points, displayed on the central system's screens, and with minimal delay, ranging only between 10-15 seconds.

Subject: Security Protocols for Ministry Events

Circular Document - 0118/0



Ministry of Culture and Science
Enlightened Confederacy
Official Communication
Confidential - Level 7bis

Printed at the Palace of Culture and Science

To all employees

As we prepare
of Culture and Science
everyone of them

All employees
check upon entry

Employees such as
such as bachelors

Any items
cleared with

If you notice
immediately

We appreciate
safety

Subject: Emergency Protocols

To all employees,

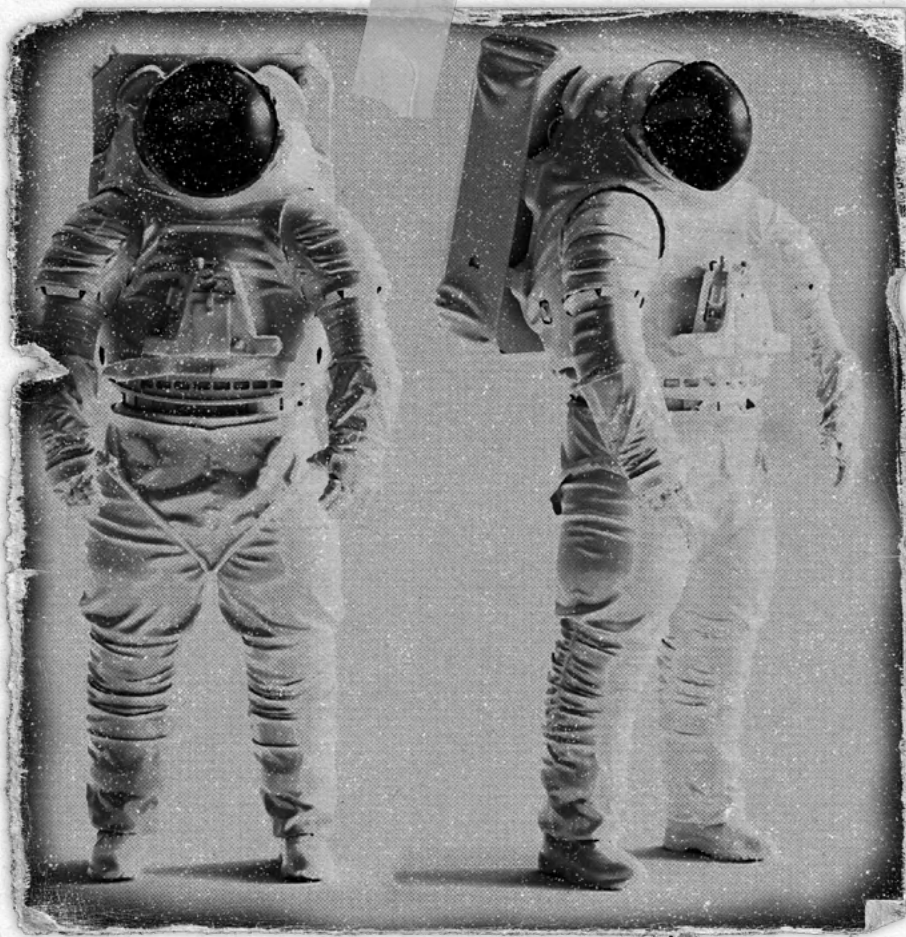
In the event of an emergency situation within the Bastion, it is important that everyone is prepared and knows what to do. Please familiarize yourself with the following protocols:

In the event of a power outage, proceed to the nearest designated emergency exit and follow the evacuation procedures outlined in the employee manual.

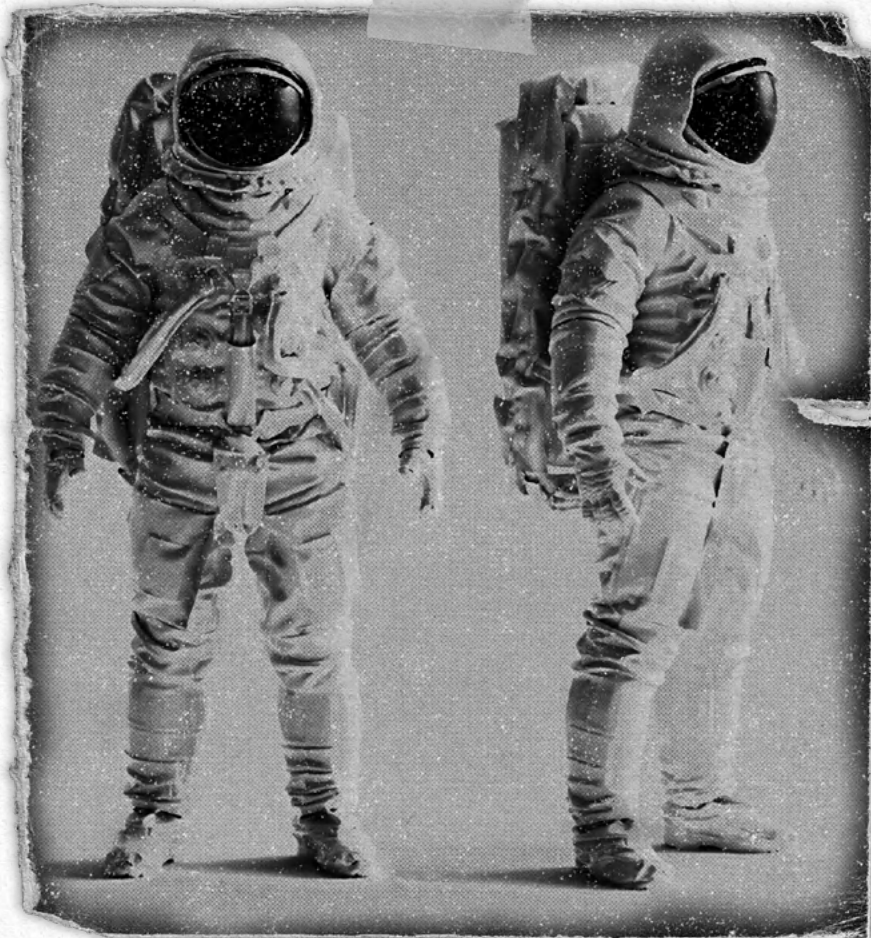
If you hear the emergency alarm, stay calm and follow the instructions of the Heralds or other designated emergency personnel.

If you are trapped in a room or unable to evacuate, follow the guidelines for sheltering in place: turn off all electronics, close windows and doors, and wait for further instructions.

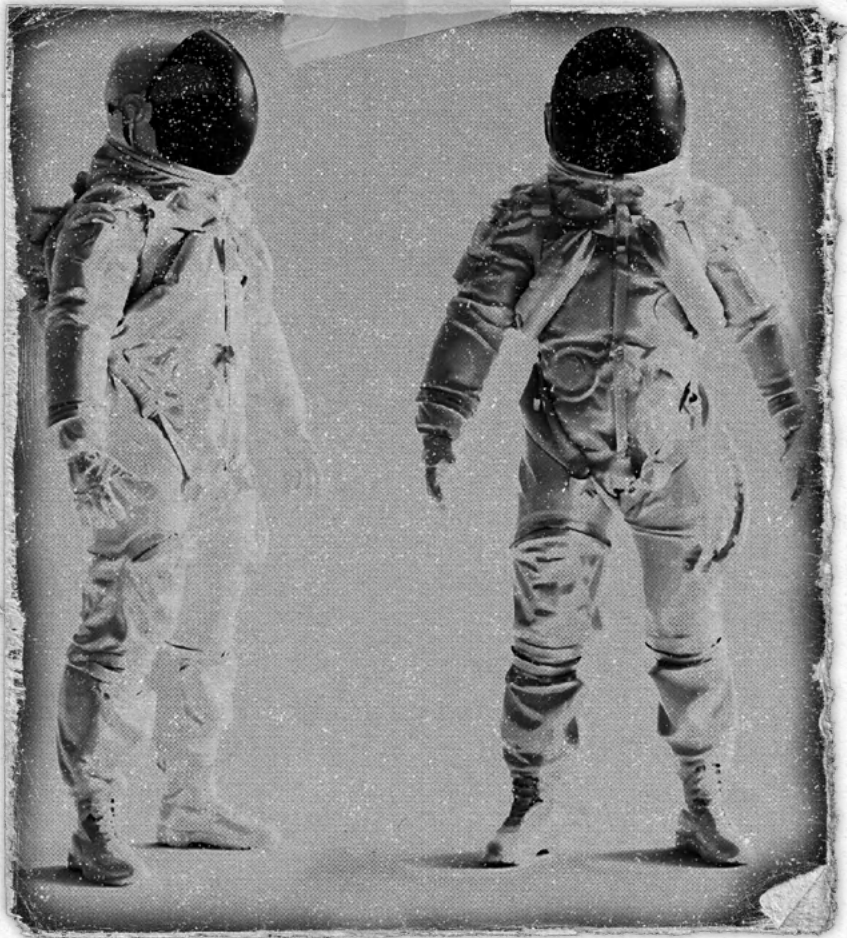
We hope that these protocols are important to you.

FIGURE 2 - 1: Cloak model *Goliath*.

MODEL	Goliath (v. 01)
YEAR OF DEVELOPMENT	1946
WEIGHT	+++
MOBILITY FACTOR	+
RESISTANCE	++
AUTONOMY	++++
COMMUNICATION SYSTEM	N/A
COST	24.000 CoC

FIGURE 2 - 2: Cloak model *Marvel*.

MODEL	Marvel (v. 02)
YEAR OF DEVELOPMENT	1951
WEIGHT	+++
MOBILITY FACTOR	++
RESISTANCE	+
AUTONOMY	++
COMMUNICATION SYSTEM	v. 001
COST	38.000 CoC

FIGURE 2 - 3: Cloak model *Seraph*.

MODEL	Seraph (v. 03)
YEAR OF DEVELOPMENT	1956
WEIGHT	++
MOBILITY FACTOR	+++
RESISTANCE	++
AUTONOMY	+++
COMMUNICATION SYSTEM	v. 002.42
COST	64.000 CoC



2.4.2 WEAPONS

Each watcher has two weapons: the **disintegrator** (a long-range weapon), and the **gutter** (a melee weapon).

When creating the character, the player randomly chooses options to customize the two weapons, using the tables on p. 41. One of the two weapons is a **d10** and the other a **d8**. These dice decrease with each use: using weapons consumes ammo and wears out blades and materials.

Once the weapon is down to a **d4** and degrades again, the weapon becomes unusable (the magazine is empty, or it is damaged, jammed, etc.). It must be refreshed during **respite** or **downtime** before it can be used again.

2.4.3 BACKPACK

Items in your backpack start with a die rating which decreases after each use. If an item becomes a **d4** and is reduced again, the item is either exhausted, broken, or lost.

When creating a character, the player randomly chooses two **tools** to take with them on a mission (p. 44).

The character can keep other items found during expeditions, using them in subsequent missions if they wish.

2.5 TRAITS

Traits are physical or personal aspects of the character that can be used to gain advantages or disadvantages when facing a dangerous obstacle.

If used to gain an **advantage**, they allow the player to reroll a die during a Reaction Roll.

If used to gain a **disadvantage**, they decrease the chances of success during a Reaction Roll but allow the player to earn a **check**.

Each character starts with two traits (p. 39).



2.5.1 USING CHECKS

Checks are a currency that the character can spend during two crucial periods: when the team sets up camp during a mission and during the downtime between consecutive missions.

Spending checks enables players to perform various activities. For more details, see **Respite** (p. 72) and **Downtime** (p. 78).

2.6 FILL IN THE REGISTRATION FORM

To participate in missions beyond the Breach, a volunteer must fill out the application form and answer some questions.

This process is also called *character creation* – all players except the Operator must follow this procedure before starting to play.

At the end of each step, players are presented with a series of questions that provide an opportunity to share insights about their respective watchers with the other players.

To create a character, a player must follow these steps:

- Assign the following dice to the four approaches:
d10, d8, d8, d6
- Mark d12 in the stamina
- Randomly choose a call sign
- Randomly choose a name
- Choose their pronouns
- Randomly choose two traits
- Randomly choose the modifiers for the two weapons
and assign d10 to one weapon and d8 to the other one
- Choose the color of the Cloak and create its clock
- Randomly choose two tools and assign d10 to one
and d6 to the other, or have both as d8



2.6.1 APPROACHES AND STAMINA

As noted (p. 26), the approaches represent the character's ability to act in different ways when facing a dangerous obstacle.

When a player creates a character, they must choose the approach in which the watcher will be more experienced, assigning a **d10**, and the one in which they are least experienced, by assigning a **d6**.

The two remaining approaches are considered average, and the player must allocate a **d8** to each of them.

Finally, the player must assign **d12** to stamina: this value is the same for all watchers.

QUESTIONS TO ANSWER:

Why are you well versed in that particular approach? Did you have specific training? Did you have a particular experience that made you accustomed to acting that way?

2.6.2 CALL SIGN

The call sign is the nickname watchers use on a mission. Usually, teammates give nicknames to each other based on their individual reputations and characteristics.

For this reason, a call sign can change between missions: maybe a watcher has earned the **Mad Goose** call sign because they entered a dangerous place without fear, or the call sign **Grumpy** because they grouched all the time.

When creating their character, a player rolls a **d8** to choose one of the four tables below and then a **d10** to select the call sign.

If another character already uses that call sign, the player must roll again: upon creation, one watcher cannot have the same call sign as another. The call sign, however, will often change during adventures, depending on the character's actions and developments within the story.

QUESTIONS TO ANSWER:

Why did your teammates assign this call sign to you during training?

TABLE 1 (1-2)

D10	CALL SIGN
1	Chef
2	Cobra Kai
3	Dead Darling
4	Grumpy
5	Mad Goose
6	Marvel
7	Phoenix
8	Swordfish
9	Tiger
10	Watchdog

TABLE 2 (3-4)

D10	CALL SIGN
1	Bingo
2	Ghost
3	Hawk
4	Jester
5	Littlefinger
6	Maverick
7	Peanut
8	Starbuck
9	The Doctor
10	Tsunami

TABLE 3 (5-6)

D10	CALL SIGN
1	Agony
2	Black Lotus
3	Crazy Horse
4	Flash
5	Hellfire
6	Lighting Bolt
7	Lucky
8	Pie Knife
9	Raven
10	Sandstorm

TABLE 4 (7-8)

D10	CALL SIGN
1	Ashtray
2	Coma
3	Duck
4	Grace
5	Magician
6	Pinky
7	Quake
8	Sparks
9	Supernova
10	Thunderstorm

THE DYNAMICS OF PARADOXICAL SPACE-TIME FLOWS

A Study of the Breach and Its Implications for Interdimensional Travel

Abstract

As ordered by the Prime of State, we present a comprehensive study of the phenomena known as the Breach and the Paradoxes that exist beyond it. Through a series of experiments and observations conducted under the Warden's supervision, we have uncovered the underlying mechanisms that govern the interactions between our world and the infinite dimensions beyond the Breach.

In particular, we have focused on the role of vibrations and coordinates in attuning the Eye, the portal used to open the Breach, to different worlds. Our data suggest that manipulating the frequencies of these vibrations and the precise values of the coordinates makes it impossible to establish a stable connection to a specific Paradox.

We have also observed that the stability of these connections is not guaranteed, and there is a risk of Paradoxical meltdown - a process in which the Paradox collapses and dissolves, resulting in the loss of all matter and energy within it. While the exact causes of this process are not yet fully understood, it is clear that it is a significant risk that must be taken into account when engaging in interdimensional travel.

Conclusion

In summary, our study has revealed a wealth of new information about the dynamics of Paradoxical space-time flows and the mechanisms that govern the Breach.

Peer review by: Warden Taiane, Warden Zimon



2.6.3 NAME AND PRONOUNS

A citizen's name is assigned at birth and never changes throughout their life. It is written in the Book of Iron by the forgers, who report the events of the Bastion.

There are many ways in which a citizen's name could be chosen at birth. But for several hundred cycles, the most common method was to extract it randomly.

When creating the watcher, a player rolls a **d6** to choose one of the three tables below and then a **d12** to select the character's name.

As for the pronouns, however, in Bastion every citizen is free to choose their own and change them as often as they want during their life.

QUESTIONS TO ANSWER:

What other citizen has the same name as you? What kind of relationship are you in with them?

TABLE 1 (1-2)

D12	NAME
1	Aekira
2	Aellana
3	Aesha
4	Alhan
5	Andere
6	Asan
7	Baeleigh
8	Banca
9	Billix
10	Cahlun
11	Carlisa
12	Corlin

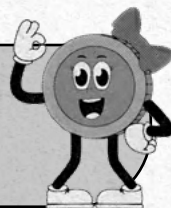
TABLE 2 (3-4)

D12	NAME
1	Emery
2	Emex
3	Ethae
4	Gerel
5	Gloriya
6	Guardi
7	Jaeke
8	Jaxson
9	Kirst
10	Laene
11	Lylah
12	Maenzee

TABLE 3 (5-6)

D12	NAME
1	Mones
2	Nayel
3	Nuto
4	Reegan
5	Roselyna
6	Rylan
7	Sindel
8	Taiane
9	Thalir
10	Thoms
11	Vaelaen
12	Zimon

The names listed are gender-neutral, but if a player is not comfortable with the randomly chosen name, they can choose another from the lists or create a new one in the same style.





2.6.4 TRAITS

Every citizen is raised according to strict rules of conduct and trained to serve The Enlightened Confederacy with their talents. However, the citizens of Bastion are free to indulge in free recreational activities and explore their personalities independently.

This leads to the development of very different traits which distinguish one citizen from another.

Traits represent physical or personal peculiarities of the character, which can help or hinder them when they face a dangerous obstacle.

When creating the character, a player rolls a **d4** to choose one of the two tables below and then a **d10** on each column to select two traits.

2

QUESTIONS TO ANSWER:

How did one of your two traits assist you in escaping a challenging situation? How did the other trait present obstacles or difficulties for you?

TABLE 1 (1-2)

D10	TRAIT	D10	TRAIT
1	Active	1	Gentle
2	Artistic	2	Independent
3	Brave	3	Leader
4	Calm	4	Lucky
5	Charming	5	Persuasive
6	Confident	6	Rational
7	Curious	7	Stealthy
8	Defender	8	Talkative
9	Energetic	9	Trustworthy
10	Friendly	10	Wise



TABLE 2 (3-4)

D10	TRAIT	D10	TRAIT
1	Adventurous	1	Hopeful
2	Bold	2	Intelligent
3	Brilliant	3	Logical
4	Clever	4	Organized
5	Compassionate	5	Protective
6	Cunning	6	Quiet
7	Daring	7	Resourceful
8	Driven	8	Smart
9	Fearless	9	Talented
10	Generous	10	Thoughtful

2.6.5 WEAPONS

Within the R.A.C.E. protocol, a portion of the Bastion's resources is allocated to the construction and upkeep of weapons and tools.

Reports from surviving watchers who have explored the Paradoxes refer to encounters with hostile creatures. These encounters are the main cause of significant losses suffered by the teams.

However, resources are limited, and raw materials have been running low for many cycles. For this reason, not all watchers are armed in the same way.

During character creation each character is provided with two weapons: the **gutter**, a melee weapon, and the **disintegrator**, a ranged weapon. Both weapons come with randomly assigned attachments. Between missions, players can improve and modify their weapons as desired (p. 82).





GUTTER

The first weapon assigned to the character is the gutter, a one-handed retractable curved blade. It is connected with cables to the Cloak's internal battery, enabling the blade to vibrate and penetrate even resilient surfaces.

GUTTER	
DAMAGE	1 Harm
DAMAGE TYPE	Standard Blade [<i>Physical Damage</i>]
RANGE	Close
WEIGHT	+
RELOAD TIME	N/A

2

To apply a modifier and customize the gutter, the player rolls a d12 and compares the result in the table below.

D12	GUTTER MODIFIER
1	Heavy: +1 Harm
2	Armor Piercing: ignore the target's armor or natural defense
3	Light: can be thrown to Near range
4	Sharp: add Bleeding condition (temporary damage over time, d4)
5	Fine: high quality, increase the die size by 1 (max 1d12)
6	Versatile: can also be used as an improvised tool
7	Long Quillions: can be used to parry melee attacks
8	Deadly: if used to attack, roll with advantage (p. 50)
9	Small: can be easily concealed
10	Alien Material: reinforced by alien matter, can penetrate tough materials
11	Taser: add Stun condition (temporary, d6), damage type [<i>Lighting Damage</i>]
12	Strobe Lights: lights on the blade emit random flashes, distracting the target



DISINTEGRATOR

The second weapon assigned to the character is the disintegrator, a single-shot long-barreled shotgun. Constructed with durable materials, it is designed to withstand extreme conditions without jamming.

However, the disintegrator is a slow weapon, requiring the character to spend an **action** to reload it after firing.

DISINTEGRATOR	
DAMAGE	2 Harm
DAMAGE TYPE	Standard Ammo [<i>Physical Damage</i>]
RANGE	Near
WEIGHT	++
RELOAD TIME	1 Action

To apply a modifier and customize the gutter, the player rolls a **d12** and compares the result in the table below.

d12	DISINTEGRATOR MODIFIER
1	Suppressor: emits no sound when firing
2	Pierce Ammo: ignore the target's armor or natural defense
3	Telescope Sight: increase the range to Far
4	Incendiary Ammo: damage type [<i>Fire Damage</i>]
5	Extended Magazine: increase the die size by 1 (max d12)
6	Autofire Adapter: Reload Time -1 Action (min 0)
7	Spread Ammo: +1 Harm, Reload Time +1 Action
8	Paralysis Ammo: add Paralyzed condition (temporary, d6)
9	Poison Ammo: add Poisoned condition (temporary damage over time, d4)
10	Alien Material: reinforced by alien matter, can penetrate tough materials
11	Thermal Scope: thermal vision
12	Bayonet: can be used in melee at Close range without Reload Time

Finally, after determining both weapons, the player must allocate a **d10** to one and a **d8** to the other.

QUESTIONS TO ANSWER:

When faced with dire circumstances, which of the two weapons do you rely on to protect yourself and your teammates? Why?

2.6.6 CLOAK

During missions, watchers are equipped with a protective system known as the Cloak (p. 27).

Adjacent to the Cloak section on the character sheet, there is a circle that must be divided into segments to form a clock. At character creation, all Cloaks begin with a **four segment** clock.

Watchers love to customize the color of the husk, following their tastes.

QUESTIONS TO ANSWER:

What color is your Cloak?

2.6.7 TOOLS

Watcher expeditions primarily focus on scientific research and study. Accordingly, each character is initially provided with two tools.

Similar to the weapons, the resources available for the R.A.C.E. protocol start to diminish, resulting in varying utility among the supplied tools.

During character creation, a player rolls a **d4** to determine one of the two tables below and then a **d6** on each column to select two tools.

Then they must allocate a **d10** to one tool and a **d6** to the other, or opt for two **d8s**.



TABLE 1 (1-2)

D6	TOOL	D6	TOOL
1	Instant seal spray	1	Water purifier
2	Laser cutter	2	Gravity belt
3	Repair tool	3	Jet pack
4	Scanner (medical)	4	Science books
5	Signal flare	5	X-ray visor
6	Telescopic pole	6	Hologram generator

TABLE 2 (3-4)

D6	TOOL	D6	TOOL
1	Shield generator	1	Grapple gun
2	Climbing gear	2	Antitoxin drugs
3	Proximity sensor	3	Scanner (scientific)
4	Detonator	4	Binocular
5	Motion detector	5	Motion tracker
6	Flashbang grenade	6	Portable music player

QUESTIONS TO ANSWER:

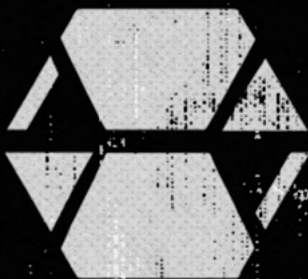
One of the two tools evokes a memory from your past before you started training as a watcher. Which one?





FIGURE 2-4

Watcher during *Operation Twilight*.



THE CORE SYSTEM

CHAPTER 3 HOW TO PLAY

OBJECT: THE RULES OF THE GAME

To navigate the unknown beyond the Breach, strict adherence to the protocols is paramount for both your safety and the success of your missions. The User's Guide encompasses the procedures outlined from paragraph 14 to paragraph 37, meticulously reviewed by the Department of Interdimensional Red Tape. To ensure you possess the most up-to-date version of the protocol, kindly dispatch a communication to the 54-88/G office, accompanied by a pre-embossed stamp.

Please note that any annotations or grievances must be formally submitted in writing and duly authorized by your superior, as unapproved submissions will be disregarded.





3.1 THE CONVERSATION

The game revolves around player conversation. The Operator describes the game situation, informing players about the whereabouts of the watchers, and providing visual and auditory details. They may also introduce exciting elements, such as creatures or non-player characters (NPCs).

Watcher players then describe their characters' actions, specifying their intentions or objectives.

The Operator then chooses one of these possible answers:

- **Describing what happens**, usually allowing characters to achieve their goals. This choice is the most common: the characters are experts in their field, and, unless prevented by external factors, they always succeed in their endeavors.
- **Introducing a dangerous obstacle**, asking how the character wishes to handle it. This often involves rolling dice and establishing the outcome of the action through the game mechanics.

3

3.1.1 ANSWER QUESTIONS

As the eyes and ears of the characters, the Operator's role encompasses helping the players correctly frame the scene and its main elements.

For this reason, the main job of the Operator is to answer the players' questions and make sure that the situation is clear to everyone, especially when a player has to decide how to deal with a dangerous obstacle.





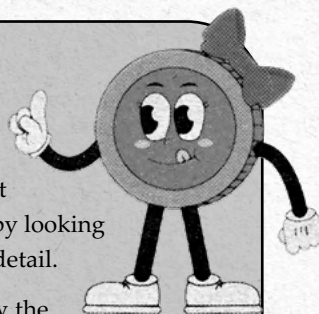
There is some information that the characters cannot find out simply by asking the Operator about it.

For example, players might ask if a plant found in a Paradox is poisonous or if it has a particular effect. That is not information that characters can discover simply by looking at the plant; the Operator, therefore, cannot answer in detail.

When similar situations arise, the Operator must show the players how to obtain this information.

For example, they might suggest taking the plant to a biological laboratory and having it examined. Or one of the characters could taste it to find out.

While players are welcome to propose methods for gathering information, the final authority lies with the Operator.



3.2 INTRODUCE A DANGEROUS OBSTACLE

One of the Operator's responsibilities is to introduce dangerous obstacles. They describe the situation to the player, outlining the specific **danger** they face and the potential **consequences** in the event of failure.

Important: if the character's life is on the line, the Operator must specify it explicitly so that the player is aware of the risks involved.

3.3 REACT TO DANGERS

When the Operator introduces an obstacle that hinders a watcher from achieving their goal, the watcher's player has three options to consider:

- **Give up the goal entirely**, thereby avoiding the obstacle altogether.
- **Choose a different approach**, bypassing the obstacle and avoiding any direct confrontation.
- **Face the obstacle**, making an attempt to overcome it, describing how the character faces this obstacle. This choice triggers the Reaction Roll.

The Reaction Roll is explained in detail on the following pages.



3.4 ROUNDS AND TURNS

The game progresses in rounds to ensure that everyone at the table has a chance to contribute. A round is complete when each player around the table has had a chance to speak, declaring what their character does. Once all players have spoken, the round ends. However, the time scale of a turn depends on the phase of the game.

When the characters are on a mission, the time scale is measured in **ticks** corresponding to a few minutes. In fact, in this game phase, time is a crucial resource for the characters: the more time passes, the more resources will begin to run out, and the more the Paradox risks destabilization. For more details about turns during missions, see p. 68.

On the other hand, when the characters are not on a mission, the time scale is measured in **progress**. In fact, in the other game's phases, time can expand, and the exact duration of each turn is less crucial to track.

3.4.1 ACTION ORDER

It is up to the players to determine the order in which they will take turns during each round. This means they can decide on a specific order to follow in every round, or change it from time to time, discussing and strategizing.

It is their choice and their responsibility to decide who acts first and the priorities they want to address during the round.

3.5 REACTION ROLL

When a character faces a dangerous obstacle, they must make a Reaction Roll to determine the outcome.

The Operator describes the level of risk involved in the action, and the player picks one of the four **approaches** on the character sheet. The player then explains how their character confronts the obstacle and specifies their intended **goal**.



3.5.1 ASSEMBLE THE DICE POOL

To assemble the dice pool, the player takes the die corresponding to the chosen **approach**. If the player wants to push their chances, they can add the **stamina** die. The player can also use an **item** or a **weapon** if it fits the action, taking the die that corresponds to its rating. Finally, if another character **helps**, they contribute an extra die matching their stamina, although both characters share the same risks.

3.5.2 ROLL THE DICE

The player rolls all dice in the pool and considers the highest individual number rolled: this is the **result** of the Reaction Roll.

- **1-3: Failure.** Something unfortunate happens, with **consequences** to face.
- **4-5: Success**, but there are **consequences** to face.
- **6+: Success.** The higher the result, the more favorable the outcome.

3.5.3 CONSUMING RESOURCES

Surviving is hard. **Everyone** involved in a roll reduces the rating of **every die** they used by one level: d12 » d10 » d8 » d6 » d4.

Normally, a die cannot be reduced below a **d4**, but in the case of items, if it would reduce below d4, the item either becomes exhausted, breaks, or lost.

3.5.4 ADVANTAGES AND DISADVANTAGES

Before rolling the dice, the player has the option to invoke one of their traits (and only one for Reaction Roll) to gain either an **advantage** or a **disadvantage**. The trait invoked must be relevant to the action being taken.

Additionally, a player may receive advantage due to other circumstances, but these are not cumulative. You can only apply one advantage and one disadvantage to any Reaction Roll.

- If a trait is invoked to gain an **advantage**, the player may reroll any of the dice once and must accept the new result.
- If a trait is invoked to get a **disadvantage**, the player treats a result of 4-5 as a **failure** (as if they rolled 1-3) but gets a **check** regardless of the result.



3.5.5 BEGINNER'S LUCK

During their **first mission**, a character is considered a rookie, benefiting from beginner's luck. If the player initially rolls a failure (a result of 1-3), they have the opportunity to reroll the entire dice pool. However, they will have to keep the second result obtained.

3.6 CONSEQUENCES

When the result of a Reaction Roll is less than 6, the character faces consequences. These are established by the Operator, who has already made known the risk at the beginning of the Reaction Roll procedure.

The consequences can take various forms:

- **A complication occurs**, and new obstacles arise between the character and their goal.
- **The opportunity is lost**, and the character can no longer achieve this goal.
- **The character suffers a Harm.**
- **The character suffers a condition.**

3.7 HARM AND RESISTANCE

The Cloak has its own four-segment clock (p. 43). When a watcher suffers one Harm or extreme environmental conditions (like high temperature or electrical discharges), they have the option to **resist** the damage by ticking a segment of the Cloak's clock.

Resistance is automatic and does not require a roll, a player can simply choose to use the Cloak to absorb the specific damage.

If all segments are already ticked, or the player decides not to utilize this resource, **they must mark one Harm** on the character sheet.

Each point of Harm from a single source can be resisted separately. After all Harm from a single source has been resisted or marked, if any new Harm has been marked on the character sheet, the player performs a Save Roll, as explained below.

3.8 SAVE ROLL AND FALLOUT

When a character suffers any amount of Harm from a single source, their well-being is at stake. To determine the effects of the Harm suffered, the player performs a **Save Roll** by rolling the **stamina die** multiple times, corresponding to the **number of Harm marked** on their character sheet. The player then compares the **lowest result** with the **Fallout** table.

ROLL	FALLOUT
1	Instant death
2	Severed limb (<i>permanent</i>)
3	Broken limb (<i>temporary, until end of mission</i>)
4	Bleeding (<i>temporary damage over time, d8</i>)
5	Bleeding (<i>temporary damage over time, d6</i>)
6	Blinded (<i>temporary, d10</i>)
7	Deafened (<i>temporary, d10</i>)
8	Confused (<i>temporary, d8</i>)
9	Fatigued (<i>temporary, d6</i>)
10	Dazed (<i>temporary, d6</i>)
11	Bruised (<i>temporary, d4</i>)
12	Nothing happens

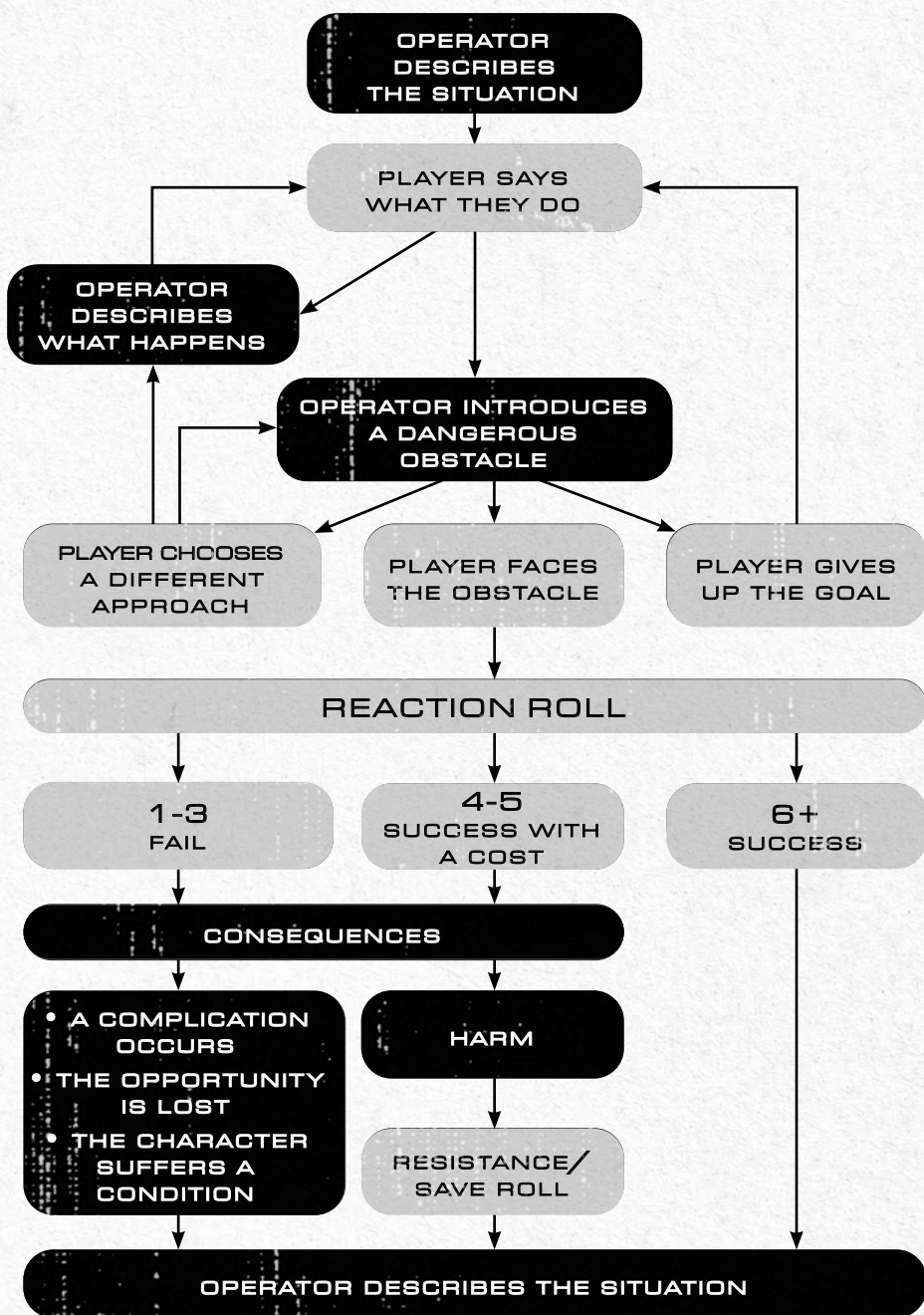
Save Rolls are considered status checks rather than actions, so rolling dice **does not** reduce the size of the stamina die.

3.9 CONDITIONS AND EFFECTS

After experiencing the consequences of a Reaction Roll or a fallout, the character may suffer from conditions, while objects or other particular elements encountered during the mission can activate specific effects.

Conditions and effects are denoted by tags, which signify limitations or new possibilities of action for the character within the narrative.

- **For example:** a character afflicted with the *Deafened* condition will be unable to hear their teammate's communication or the approaching creature's noises.
- **For example:** a character bestowed with the *Invisibility* effect can move through enemy ranks without being detected.





A condition or effect can be temporary or permanent. **Temporary** conditions or effects are associated with a die. At the beginning of each turn, the player rolls the die, and if they roll **4+**, the effect or condition triggers for that turn. After the trigger, the die is reduced by one size.

If the die is reduced to below a **d4**, the condition or effect is considered to have ceased and should be removed from the character sheet.

On the other hand, **permanent** conditions or effects are always active and continually impact the character.

3.9.1 DAMAGE AND HEALING OVER TIME

Some conditions (such as *Bleeding* or *Poisoned*) can deal damage over time, while some effects can trigger healing over time.

In addition, within the narrative limits and possibilities of action for the character, these conditions and effects, if triggered, inflict or heal a Harm.

Harm suffered this way cannot be resisted with the husk protection and does not require a Save Roll. As a result, the player does not face the risk of suffering fallout from these conditions or effects.

3.10 CHARACTER DEATH

A character can die in three circumstances:

- **As a consequence of a failed Reaction Roll.** As previously explained (p. 48), the Operator must make it clear that this is a possible outcome before the roll is made, giving the player the option to change the approach or abandon their goal.
- **When a character suffers a Harm** and the player cannot mark it on the character sheet because all the boxes have already been marked.
- **If a character scores a 1 on a Save Roll.**



FIGURE 3-1

A dead watcher, deceased during *Operation Poseidon*.



When a character dies, the player can promptly create a new one and rejoin the game, seamlessly joining the team.

In addition to the player-controlled primary team, there are always secondary watchers in the background who can step up as protagonists when needed.

This rule ensures that all players can actively participate in the game, preventing anyone from being left out or watching others play for an entire mission due to an early character death.

3.11 TEAMWORK

3.11.1 HELP

To help a teammate who is making a Reaction Roll, a player must describe how their character will provide support. They can then give the assisted player a die matching their current stamina rating, which the player adds to their pool.

By offering assistance, the character exposes themselves to the same risks. Additionally, they will have to reduce the size of their stamina die.

Only one person may assist a roll.

3.11.2 PROTECT

To protect a teammate, a player must describe how their character steps in to suffer consequences in their place.

3.12 DISTANCES AND MOVEMENT

Distances are calculated using four different ranges:

- **Close:** a few steps away.
- **Near:** anywhere within the area (or room) where they are, a short sprint away.
- **Far:** across a large room or field, or down a long path.
- **Beyond:** anything beyond Far and out of the character's immediate range.



3.13 CLOCKS AND COUNTERS

The game uses counters called **clocks** to track the progression of events and specific resources.

On the character sheet, some clocks are pre-divided into segments, while others are left empty to be customized during the game.

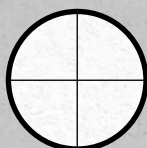
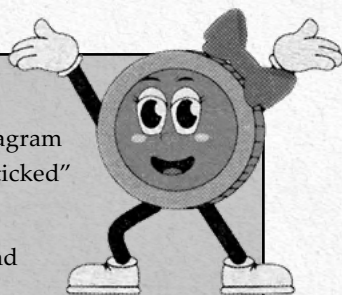
If needed, the Operator can create additional clocks to keep track of certain game events (**for example**, a complex action, as explained on p. 70), which can be drawn on an index card and placed in the center of the table.

During a mission, there is always at least one clock: the **Paradox clock** (p. 64).

3

A **clock** is a simple and intuitive way of tracking the progress of an event. It is represented by a circular diagram divided into segments which are gradually filled or “ticked” as the event unfolds.

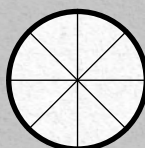
When the clock is completed, the event is triggered and the clock is **resetted** or **discarded**.



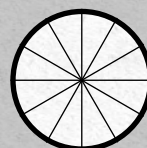
4 segments



6 segments



8 segments



12 segments

Subject: Office Etiquette



To all employees,

In an effort to maintain a professional and respectful work environment, we ask that all employees adhere to the following guidelines:

Keep noise levels to a minimum

after yourself in the kitchen and common areas

Subject: Updates to Department Guidelines

the office

go to inside the Box

aining a positive

Dear colleagues,

As per the latest directive from the Department of Out-of-the-Box Thinking, we will be making the following updates to our guidelines for research projects:

The Thinker must approve all research proposals before submission to the Logistics.

A representative from the Ministry must be included as a co-author on all research papers produced under Ministry funding.

Research findings must be disseminated to the Ministry's press office.

Please ensure that you are in compliance with these new guidelines moving forward.

Thank you for your cooperation.

Sincerely,
the Thinker



3.14 COMBAT

Combat in **THE BREACH** is designed to be swift and lethal. There is no initiative mechanic, and hostile creatures do not take turns: they react to the actions and rolls of watchers, responding with moves based on their own abilities.

If a watcher obtains a result of 5 or less when attacking a creature, they expose themselves to an immediate counterattack from their target.

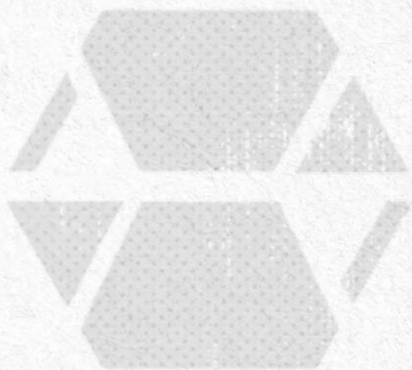
When a hostile creature reacts to a watcher's actions, the Operator selects a move from a list of predefined options, eliminating the need for additional dice rolls.

There is no need for a map, as **THE BREACH** uses rough distances to keep things moving.

Combat rules follow the same mechanics as the rest of the game. During their turn, a character can decide to attack a target, using one of their weapons and choosing an approach, performing a Reaction Roll.

Each weapon has a Harm value that determines the damage inflicted if the Reaction Roll result is 4+.

3



3.15 HOSTILE CREATURES

Each hostile creature is associated with a die: the higher the die, the more dangerous the creature.

This die is reduced each time the creature suffers one Harm. If a creature's die is reduced below a **d4**, the creature is considered defeated and no longer poses a threat.

As mentioned in the previous paragraph, hostile creatures do not take turns. This does not mean they cannot take the initiative.

During the Operator's turn (detailed on p. 71), if there are hostile creatures, the Operator activates them by following a specific procedure:

- The Operator chooses a creature and rolls the corresponding die. Based on the result, the Operator selects one of the moves that best fits the situation. The Operator can always choose a move corresponding to a lower result than the one rolled if they deem it appropriate.
- If the move requires a specific target, the Operator selects one of the watchers in the area. If this move inflicts Harm, the player can decide whether to resist, use the husk for protection, or perform a Save Roll as explained on p. 51-52.
- Once move is resolved, the Operator moves on to the next creature, if any, and repeats the process.

A watcher cannot be the target of two moves in the same Operator's turn.

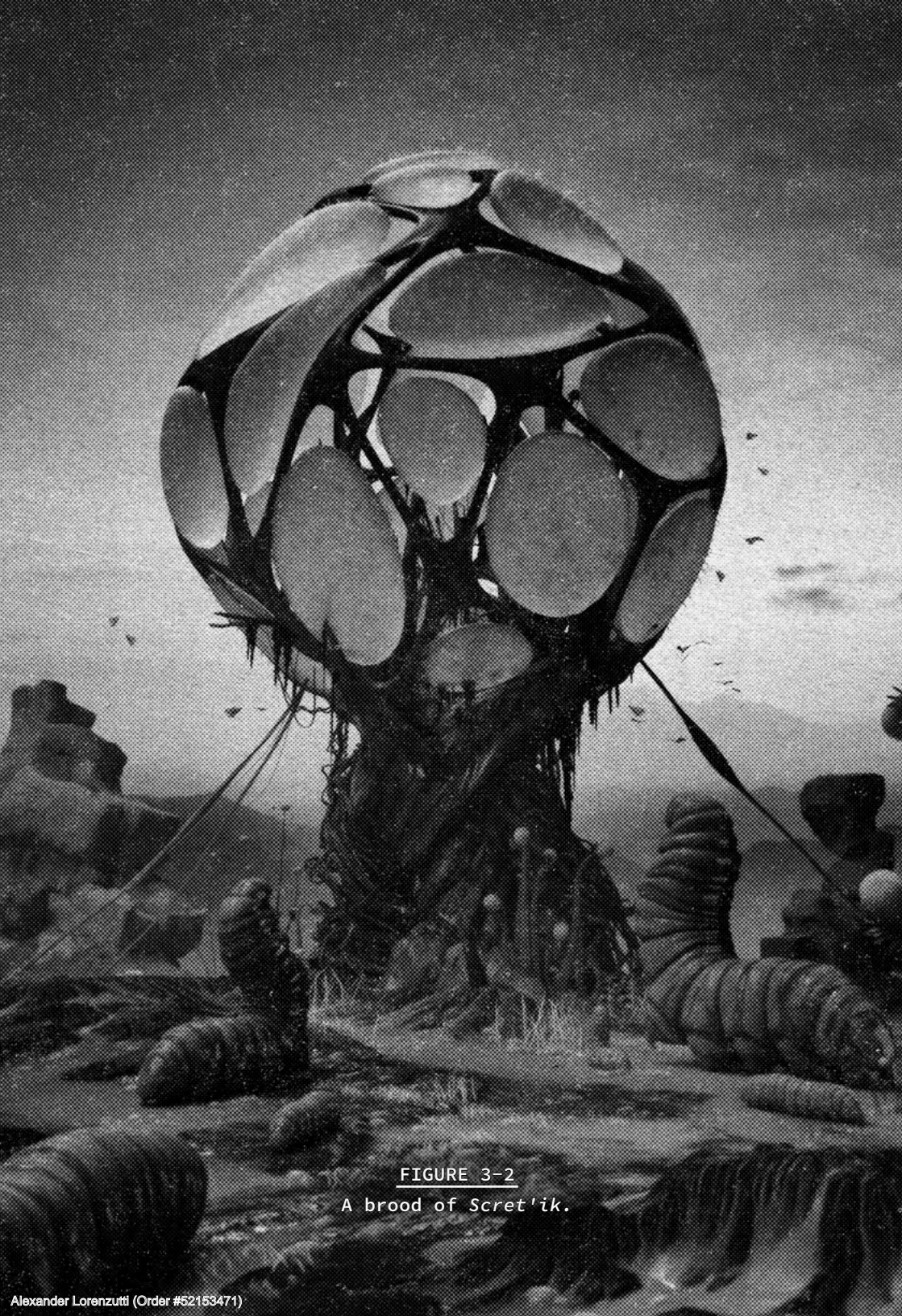


FIGURE 3-2

A brood of Scret'ik.



THE MISSION

CHAPTER 4

IT'S WHAT WE FIGHT FOR

Update 31857 - REMOVE THE SEALS

Per update 31857, the initiation of seal removal procedures is contingent upon the approval of a mission and the completion of the briefing phase by the designated watchers.

The disengagement of containment bulkheads, previously designated as the singularity room and now referred to as the Breach, requires the presence of the esteemed Prime of State.

During the implementation of said procedures, nobody under level 3 alpha or above can enter or exit the room. Any transgression of the aforementioned regulations shall be deemed a severe act of treason and shall be subject to appropriate disciplinary measures in accordance with code 79, article 82, paragraph 90.





4.1 BRIEFING

The briefing is the initial phase of each mission. The characters are assigned specific tasks based on the given situation.

The Operator introduces the mission objective, which may be influenced by the outcome of the previous mission.

The Operator rolls a **d4** to choose one of the two tables below and then a **d8** to establish the mission goal.

TABLE 1 (1-2)

D8	MISSION GOAL
1	Gather information about the Paradox: social hierarchy of creatures
2	Collect natural resources: vegetation
3	Retrieve a neutralized Paradox specimen
4	Collect an alien artifact
5	Discover a new lifeform
6	Translate an unknown language
7	Gather information about the Paradox: physical structure
8	Make a video recording of two or more Paradox areas

TABLE 2 (3-4)

D8	MISSION GOAL
1	Make contact with a Paradox creature
2	Install a communication device
3	Collect natural resources: minerals
4	Retrieve the debris of an alien construction
5	Gather information about the Paradox: chemical composition
6	Plant an Enlightened Confederacy flag in a clearly visible place
7	Find the source of an unknown radio signal
8	Gather information about the Paradox: present or past civilizations

4



4.2 INTO THE BREACH

The mission takes place within a Paradox, an alien environment consisting of interconnected **areas** of different sizes.

The areas are connected by **passages**: the Operator describes each area and its connections to other areas.

The watchers navigate through these areas, confronting perilous obstacles and striving to survive while working towards their mission objective.

4.3 PARADOX DANGER LEVEL

After the watchers venture into the Paradox, the Operator provides an additional piece of information: the **danger level**.

The Eye, a machine that constantly monitors the Breach, analyzes the data collected by the watchers. The Eye includes the Paradox's frequencies in its reports.

Each world within the Paradox vibrates at a distinct frequency, signifying its stability. The greater the instability, the faster the meltdown process accelerates, ultimately dissolving the Paradox and everything within it.

The danger level reflects this information: the higher the danger level, the faster the meltdown process.

To keep track of this escalating danger, each mission is associated with a clock: the more dangerous the mission's area, the fewer segments in the **Paradox clock**.

The danger level is determined according to the following scale:

- **Low danger:** 12-segment clock
- **Standard danger:** 8-segment clock
- **High danger:** 6-segment clock
- **Maximum danger:** 4-segment clock





4.3.1 TICK TICK BOOM

At the start of the mission, the Operator places a **d8 danger level die** on the table in front of the players.

During their turn, the Operator rolls this die to determine whether to advance the Paradox clock:

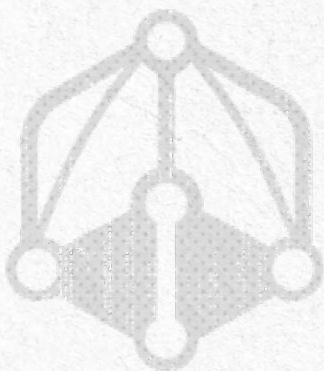
- **On a 4+**, the clock remains unmarked, but the die size decreases by one.
- **On a 1-3**, the Operator marks a segment of the clock and increases the die size.

Each time the clock advances, significant occurs within the mission: worsening weather conditions, tremors, collapsing buildings, and more.

The Operator must illustrate the clock's progress in a manner consistent with the number of remaining segments: the closer the Paradox is to collapse, the more dire and perilous the events become.

The Paradox collapses when all clock segments are marked, resulting in complete destruction. If the characters are still inside the Paradox, they are disintegrated.

The danger level die cannot exceed d12 or go below d4.

4

4.4 EXPLORING A PARADOX

The exploration phase of the Paradox follows a point-crawling approach: characters navigate from one point to another, following the connections between different areas.

When the Operator prepares the structure of the Paradox, they choose one of the layouts representing the possible configurations and then define its contents.

The map **remains hidden** from the other players, and they must gradually uncover it through exploration, discovering the unknown world piece by piece.

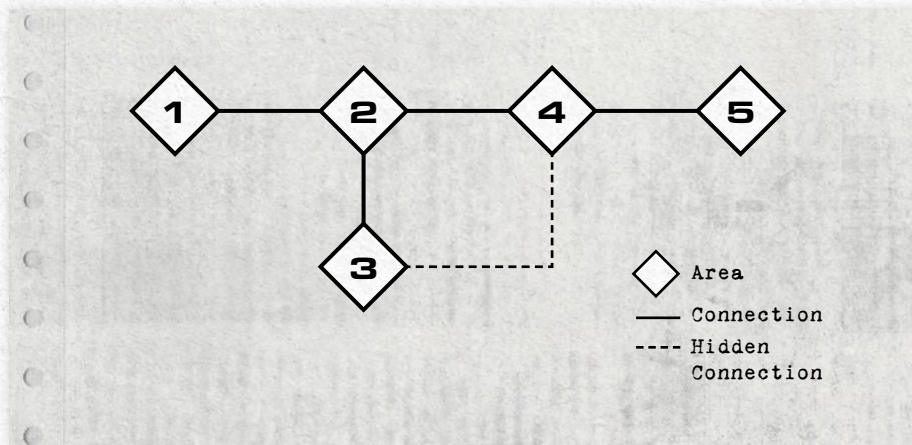


FIGURE 4-1

Example of a Paradox diagram.

4.4.1 AREAS

Each area represents a different place in the alien world the characters are exploring. It may feature ancient ruins to traverse, lush vegetation-filled open spaces, indigenous inhabitants to interact with, and hostile creatures to confront.

Whenever a character observes or interacts with elements in the area, the Operator enhances the description with strange and intriguing details. The Operator doesn't explain things! They showcase the enigmatic nature of the Paradox, both in architecture and in intricate details, and let the players to contemplate and speculate on their significance.



4.4.2 PASSAGES

The journey between areas is not played out in its entirety, but rather portrayed through a *montage*, similar to scenes in a film.

The Operator describes a short scene, including elements of the environment to show players where they are and where they are going, and then asks a player to contribute with additional details.

The player can focus on something mentioned by the Operator that caught their character's attention or add details by describing their watcher's actions during the journey.

When the description is over, each player can perform the **take a breath** action if desired (p. 71).

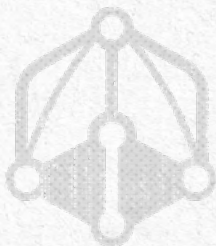
Afterward, the characters arrive at the new area.

ADVICE

Operator: When transitioning between areas, involve different players in describing additional details.

Chosen player: Keep your descriptions concise. They should reflect your character's perspective during the mission, but they are not the heart of the narrative. A sentence or two is enough to achieve this goal.

Other players: if the chosen player is struggling to come up with ideas, offer suggestions to assist them!





4.5 ENTERING AN AREA

When the watchers enter an area, the Operator briefly describes the scene and immediately introduces a **dangerous obstacle**, asking the players how they wish to deal with it.

The players will then describe their characters' actions, following the established turn order.

The goal is to start each area in media res, immediately putting the characters at the center of the action. This way, the players will be called to urgently make decisions and choices, setting the scene in motion.

Once the obstacle is overcome, players can continue exploring the area, facing any other challenges, until they feel ready to move on another area of the Paradox.

4.6 WATCHER TURN

During their turn, a character has the freedom to act as they please. They usually can move freely within an area (or room) and investigate, or perform an action.

4.6.1 CONDITION CHECKS

At the beginning of their turn, the player should roll the dice associated with any conditions or effects the character has suffered or gained. They should note whether or not the condition or effect has been activated during this turn.

4.6.2 ACTION

An action is something that takes time to complete (**for example**, translating an alien stele, deactivating a trap, attacking an enemy). If the character faces a dangerous obstacle while performing an action, they must make a Reaction Roll to determine the outcome (p. 49).

During a turn, a character can only perform one Action, unless they choose to spend Stamina (p. 71).



4.6.3 INVESTIGATING

Investigating is an activity that allows players to discover essential elements in a scene: the character spends time carefully observing a detail on which they want more information.

By investigating, the player can ask the Operator one of the following questions:

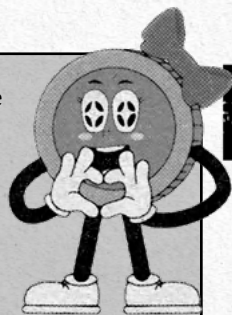
- What is really going on here?
- What happened here recently?
- What should I pay attention to?
- What's the best way to _____?
- What do they really feel? What do they want?
- How can I get them to _____?

Investigating is more than just asking the Operator **simple questions** for better understanding. The Operator serves as the eyes and ears of the characters – it is through the Operator's descriptions that players envision the scene.

Players are encouraged to ask the Operator for clarifications regarding the area they are in, distances, or any details that require further explanation.

For example: *how big is this room? Is this chasm so wide that we cannot jump over it?*

Furthermore, players are welcome to ask the Operator questions about obvious issues.



4

4.6.4 FREE ACTIONS

Some actions, like talking or checking the gauge, are considered free: during a turn, a character can perform as many free actions as they want, within reasonable limits set by the Operator.

4.6.5 COMPLEX TASKS

Some tasks are too complex to be completed with a single action.

To track these tasks, the Operator uses index cards. The task name is written on the card, and a clock is drawn to represent the progress, each segment representing an action required to complete the task.

Whenever a character successfully takes an action related to the task, the Operator will tick off a segment. When all segments are ticked, the task is done.

More than one character can fill the clock, by using their actions to help complete the task.



FIGURE 4-2

A rare photo of an alien structure inside a Paradox.

4.6.6 ADDITIONAL ACTION

If the character wants to take an additional action during their turn, they must reduce their stamina rating by one level. However, they are only allowed to take one additional action per turn.

4.6.7 TAKE A BREATH

A character can decide not to take any particular actions but to rest during their turn, performing the **take a breath** action: the character resets an **approach** or the **stamina** to their original rating.

4.6.8 END OF TURN

When the character has completed their actions, their turn ends, and the next player in the established order takes their turn.

Once all players have completed their turns, the Operator's turn starts.

4.7 OPERATOR TURN

4

During the mission, the Operator has different responsibilities depending on the phase of the round. During the watchers' turns, the Operator responds to their actions, describing the consequences and introducing dangerous obstacles.

Once all players have completed their turns, the Operator's turn starts. If there are NPCs or creatures present in the area, the Operator describes their actions and interactions with the characters.

If the creatures are hostile, the Operator follows the guidelines for combat and engages the watchers, as explained on p. 59.

After all other actions have been resolved, the Operator rolls the danger level die to determine whether to advance the Paradox clock. Then the round ends, and a new round begins with the first player's turn.

4.8 RESPITE

Once per mission, when the characters find themselves in a safe area, they have the option to initiate a respite phase. **Respite** provides a moment of downtime during the mission and allows the characters to engage in specific activities.

To start the respite, the watchers construct a chamber (an airtight tent), where they can seek rest and remove their masks for a refreshing break.

Similar to other game phases, respite is divided into rounds. During each player's turn, they decide what their character will do. However, to perform an action, they must spend a check.

At the start of the respite phase, each player receives **one free check**. To additional actions, players can earn more checks by invoking their traits as a disadvantage (p. 50).

If a character has no remaining checks, they can only perform the free play action.

4.8.1 LONG REST

By choosing this action, the character rests for some time, removing all **temporary conditions** and resetting all **approaches** and **stamina** to their original rating.

4.8.2 REPAIR

By choosing this action, the character repairs their items. They can reset **one item** or **weapon** to its original rating.

4.8.3 REFOCUS

By choosing this action, the character meditates, trying to restore concentration and focus. The character gains **1 XP**.



4.8.4 ANALYZE

By choosing this action, the character establishes communication with the Bastion, transmitting gathered information and samples from the exploration. The Operator provides something valuable and relevant about the mission, and the player gains an **advantage** when they act upon his information.

4.8.5 FREE PLAY

If the player is not interested in taking any special actions available during the respite phase, or if their character has no remaining checks, they are still free to act as in a standard turn. They can have conversations with other characters, engage in moments of personal reflection, study something of interest... there is no limit to the type of actions they can take. However, during their turn, they can only take one action, following the standard rules.

If the character leaves the safe area, the respite phase ends for them.

4.8.6 END RESPITE

When a round ends, the players can decide to end the respite or continue it in the next round.

It's important to note that the reserve of air filters and the chamber's mini-heater only lasts for **three rounds**, so the maximum duration of a respite is limited to that.

4.8.7 OPERATOR'S TURN DURING RESPITE

Characters are never completely safe during a mission: even during a respite. At the end of each round, the Operator rolls the danger level die to determine if the Paradox clock advances.



4.8 END MISSION

If the characters successfully achieve their goal, the mission ends immediately: the watchers activate the recovery system and return to the Bastion.

Otherwise, a mission ends when the characters decide to leave the Paradox, taking all the information and materials collected with them.

4.9.1 RECOVERY SYSTEM

The recovery system is the quickest way to exit the Paradox: watchers are secured with steel cables a few kilometers long, connected to winches at the other end. These winches are then activated to swiftly retrieve the characters and facilitate their rapid re-entry into the Bastion.

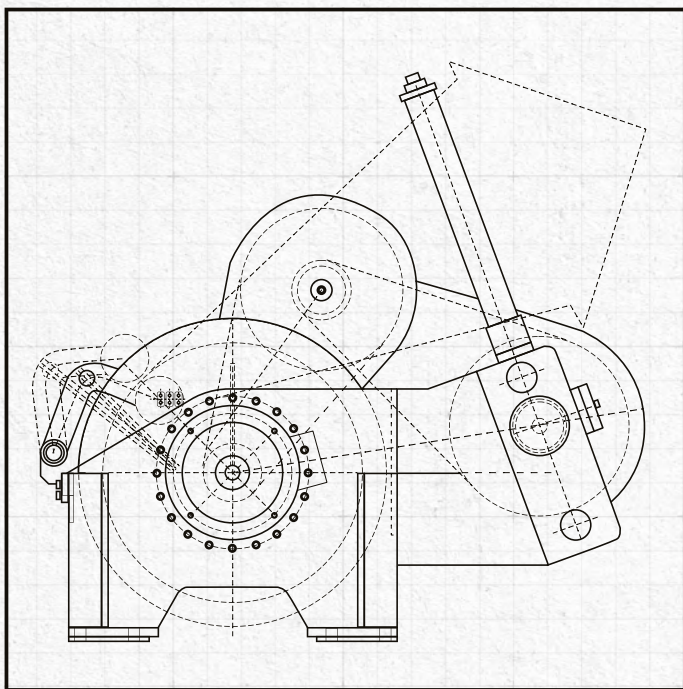


FIGURE 4-3

Recovery System schematic.

MINISTRY OF CULTURE AND SCIENCE

Mission Code Name: Operation Phoenix
 Mission Goal: Discover a new lifeform
 Supervisor: Warden Kirst



Upon entering the Paradox, the
 struck
 covered
 and a
 located
 interior

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 se
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 t

the watchers were immediately
 and unique vegetation that
 set out to explore,
 were able to
 to be

MINISTRY OF CULTURE AND SCIENCE

Mission Code Name: Operation Signal
 Mission Goal: Find the source of
 an unknown radio signal
 Supervisor: Warden Taiane



Upon entering the Paradox, the [redacted] were immediately
 able to detect a strange and unidentified radio signal
 coming from somewhere within the Paradox. They [redacted]
 variety of [redacted] signal, using a [redacted]
 to do so.

After several hours of searching, the Watchers were able
 to locate the source of the signal: an abandoned [redacted]
 facility. They explored the facility, gathering
 as much information as possible about the [redacted] who had
 once inhabited it and the research that they had been
 conducting.

No casualties were sustained during the mission, and the
 [redacted] returned to the Bastion with a wealth of new
 knowledge and valuable data for further study.
 Overall, the mission is considered a success.



THE BASTION

CHAPTER 5

HOME SWEET HOME

PROPAGANDA RELEASE: AN ENLIGHTENED SOCIETY (DRAFT)

It is the esteemed mandate of our revered Head of State that each and every citizen devotes their existence to the exploration of the Paradoxes. This is the most enlightened goal of an individual life: thanks to you, all the rival nations would have to recognize the infinite wisdom of the Head of State, and their indisputable suitability to lead not only our nation, but the entire world.

Every citizen has to contribute to the cause in accordance to their ability and inclination, with unwavering pride and goodwill. This duty extends to all, even those who may not be directly engaged in the research and study of the Paradoxes. Every contribution to the cause is honorable and necessary.



5.1 ANATOMY OF THE BASTION

The **Bastion**, an underground complex with diverse corridors and rooms, originally served as a shielded atomic shelter. However, following the lockdown after the Collision, it underwent a complete restructuring, transforming into a fully functional mini-city capable of housing an entire community.

Power is derived from a network of electrical generators, known as the spools, located in the deepest levels of the Bastion. This system caters the energy needs of all activities and keeps the Breach insulation system intact, preventing radioactive contamination and dangerous leaks.

A machine for purification and recycling guarantees potable water for everyone, although rationed to discourage waste.

5.1.1 PLACES OF INTEREST AND FREE TIME

The Prime of State, in their benevolence, understands the importance of recognizing and providing entertainment for a population dedicated to such a noble and vital cause.

For this reason, entertainment facilities have been thoughtfully integrated into the Bastion. These include theaters, bars, and places to unwind.

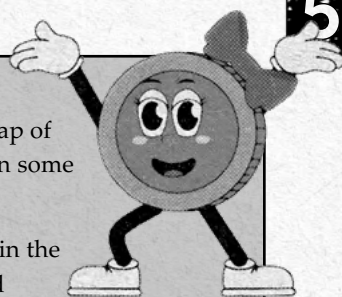
When not engaged in active missions, watchers often frequent these places of interest and perform **downtime activities**.

Like many other aspects of the game, the **Bastion** is not rigidly defined in every single detail. An actual map of the facility is not provided, although the rules mention some *points of interest* in the following paragraphs.

If you wish, you can further detail the structures within the Bastion, perhaps by preparing a map of your own and sharing it with other players.

You can decide to create your Bastion together during the first game session, or you can delegate this task to only one player.

Or you can let the Bastion be a less defined place where you add structures from time to time, as needed.



5.2 DOWNTIME

At the end of the mission, the characters make their way back to the Bastion. If they have successfully accomplished the assigned goal, they report to the wardens and the Heralds, sharing all the valuable information collected and materials gathered during the exploration.

Then they can rest for some time before they embark on their next mission, entering a new Paradox.

DOWNTIME AND PLAY STYLE

Downtime serves as a moment for players to catch their breath and reflect on the current situation. It is an excellent opportunity to take a break - perhaps to eat or drink something with your friends. **THE BREACH** is a game with tension-filled missions, and a pause between one and the other often allows everyone to relax.

Resuming the game can be done once all players agree and are ready to continue.

The downtime phase is divided into specific actions players can take to gain advantages and refresh for the next mission.

The game system assumes that downtime is a quick phase, typically resolved in a couple of rounds - the heart of the game are the missions, with downtime serving as a brief interlude between them.

Downtime actions often involve choosing between various options and making adjustments on the character sheet.

However, some groups prefer to narrate the actions of this phase as if they were short vignettes that explore moments in the characters' lives.

It is a matter of personal preference and play style: each group can choose the one that best suits their tastes.



5.2.1 DEBRIEFING AND REST

Back at the Bastion, the characters must first report to their superiors and provide an account of whether the mission was a success or a failure. The wardens will then use the information collected to carry out their studies on the Paradoxes.

Then the team will retire for a few days to rest, removing all temporary conditions, refreshing all Cloak segments used, and resetting all **approaches** and **stamina** to their initial rating.

5.3 ADVANCEMENT

After a mission, all surviving characters earn 1 experience point (XP): what doesn't kill a watcher only makes them stronger.

Additionally, a character gains an additional XP for each question below they can answer affirmatively:

QUESTIONS TO ANSWER:

- Have you discovered something new and essential about the Paradoxes?
- Have you faced a dangerous obstacle for the sake of the mission?
- Have you faced a dangerous obstacle to save a teammate?

5

These XPs must be recorded on the character sheet and can be spent during the training activity.

A character can accumulate a maximum of 5 unspent XPs at a time. Any additional XP earned beyond this limit is lost.



5.4 DOWNTIME ACTIVITIES

During downtime, like all other game moments, the progression is divided into rounds: every player takes turns deciding what their character does.

As explained on p. 49, the time scale during downtime is calculated in **progress**, an abstract unit of measurement used to determine the progression of activities, rather than a specific amount of time.



FIGURE 5-1

Monthly maintenance of the Eye.



To perform actions during downtime, a player must spend a check. At the beginning of the downtime phase, every player receives **two free checks** to use. If they wish to perform additional actions beyond those two, they must earn more checks by invoking their traits as a disadvantage (as explained on p. 50).

Each action can be repeated multiple times as long as the player has checks available to spend.

Once a character has used up all their checks, they end their downtime phase.

5.4.1 TRAINING

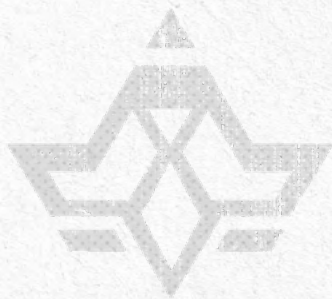
The watcher visits one of the Bastion gyms, frequented mostly by watchers and wardens, and spends some time training to enhance their proficiency in a particular approach.

On the character sheet, there are 4-segment clocks next to each approach. The player may spend XP to tick these segments. When the clock is completed, the rating for that approach increases by one die size.

The cost of ticking a segment with XP varies depending on the approach rating:

RATING	XP
D6	1 XP
D8	3 XP
D10	5 XP

5



5.4.2 MAINTENANCE

The watcher sits at their room's workbench, using their mechanical and electronic knowledge to tinker with and improve their equipment.

Each watcher is responsible for the maintenance and upkeep of their equipment and weaponry.

By spending a check to perform this action, the player can choose one of these options:

- **Weapon Maintenance:** Reset a weapon to its initial rating.
- **Tool Maintenance:** Reset an item to its initial rating.

5.4.3 RESEARCH & DEVELOPMENT

The watcher heads to the Monolith, the Bastion workshop, to seek technological support from the engineers who are dedicated to constantly improving the watchers' tools.



Like many aspects of the Bastion, the **Monolith** is subject to finite resources. At the beginning of each downtime phase, the Monolith has a rating of **d12**.

However, as players choose this action in the same phase, the size of the die will decrease by one after each action. The Monolith die can never go below **d4**.

Next to the equipment section on the character sheet, there is a 6-segment clock. By spending a check to perform this action, the player rolls the Monolith die and ticks a number of segments based on the result:

MONOLITH DIE ROLL	N° OF SEGMENTS TICKED
1-3	1 segment
4-5	3 segments
6+	5 segments

When the clock is completed, the player can improve one of their items:

- If they choose an **item**, they increase the rating associated with it.
- If they choose a **weapon**, they can increase the rating, or they can roll on the modifier table (p. 41) to add a new modifier.
- If they choose to improve the **Cloak**, they can increase the number of segments on its clock (4 » 6 » 8).

An item or a weapon can never have a rating greater than **d12**, and the Cloak can never have a clock with more than 8 segments.

5.4.4 RECOVERY



The **watcher** is admitted to Mother Grace, the Bastion medical clinic, where they will rest for a few days and receive the necessary care to heal their wounds.



Like many aspects of the Bastion, **Mother Grace** is subject to finite resources. At the beginning of each downtime phase, Mother Grace has a rating of **d12**.

However, as players choose this action in the same phase, the size of the die will decrease by one after each action. The Mother Grace die can never go below **d4**.

To heal their character, a player rolls the Mother Grace die and removes Harm based on the result:

MOTHER GRACE DIE ROLL	N° OF HARM REMOVED
1-3	Remove a Harm
4-5	Remove up to three Harm
6+	Remove all Harm



5.4.5 HIT THE BAR

- The watcher spends some time in one of the Bastion's bars, trying to relax with a few drinks, playing Pyramid, and exchanging anecdotes from missions with other veterans.

By relaxing, the character creates space for introspection and self-reflection, allowing their personality to evolve and adapt. The player can choose one of the character traits and change it to another, determined randomly using the table on p. 39-40. The newly acquired trait cannot be changed until the next downtime phase.

5.5 DOWNTIME END

When all players have spent all their checks, the downtime phase is over.

As the final step, each player engages in a discussion with the others regarding the possibility of a new character **call sign**. If so, the other players will suggest one or more new call signs, but the player has to make the final decision: they will decide whether to accept a new call sign or keep the existing one.

5.6 FREE PLAY

At the end of the downtime phase, players can spend a few rounds engaging in free play if they wish, before embarking on a new mission.

They can talk to other characters, have a moment of intimate reflection, study something... there is no limit to the actions they can do.

Because the time is calculated in **progress**, in each turn the character can decide to go to a different area of the Bastion without taking into account distances and spaces. However, according to the standard rules, they can only take one action per turn.



FIGURE 5-2

Watcher during *Operation Windstorm*.



THE BREACH

CHAPTER 6

INTO THE UNKNOWN

THE PARADOXES: DYNAMICS OF SPACE-TIME FLOWS

The first to use the term Paradox was the scientist Ursula K. Leash, in a paper called *The Eye of the Beholder*.



Dr. Leash had noticed how the frequencies emitted by the Breach vary every two cycles, sometimes quite drastically. This phenomenon, called re-sync, is like that of a radio antenna: the Breach loses its connection with a previous world and connects to a new one.

This phenomenon has nothing to do with the meltdown process of the Paradox itself: the Breach remains connected to a world even after its collapse, often for several days.

6.1 PARADOX

Crossing the Breach, watchers will arrive inside a Paradox, an alien place whose biological and physical rules are unknown. Each Paradox is unique, with its own distinct structure, inhabitants, and natural laws.

Prior to each mission, it is up to the Operator to define the details of the Paradox that the characters will venture into. This does not mean that the Operator has to meticulously plan out a pre-determined story: one of the principles of the Operator is *don't try to tell a story* (p. 113).

The Operator's job is to create the setting that the characters will explore, its otherworldly structures, and populate it with creatures and obstacles. The way the characters navigate the Paradox will unfold the story.

The Operator is not obliged to establish a complete history for the alien world, as it could emerge during the watchers' exploration or even remain unknown and shrouded in mystery.

However, the Operator has a fundamental role during a game of **THE BREACH**: to recreate a surreal, alien environment where the normal laws of physics do not apply.

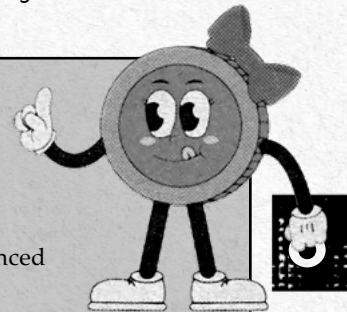
To help the Operator in this task, the following few paragraphs contain procedures and tables useful to quickly generate a compelling Paradox.

After a while you may wish to insert new elements into the Paradoxes to keep things fresh. You may want to expand the size or shape of the layouts, or you may want to create new types of creatures.

Perfect! After a few games, you will already be experienced enough to introduce your ideas.

The following few paragraphs are guidelines, not rigid rules: they have been inserted to assist you, not limit you. Your imagination defines what watchers will encounter while exploring a Paradox. There are no limits to what you can create!

Ready to play Paradoxes and Missions are available on www.need.games



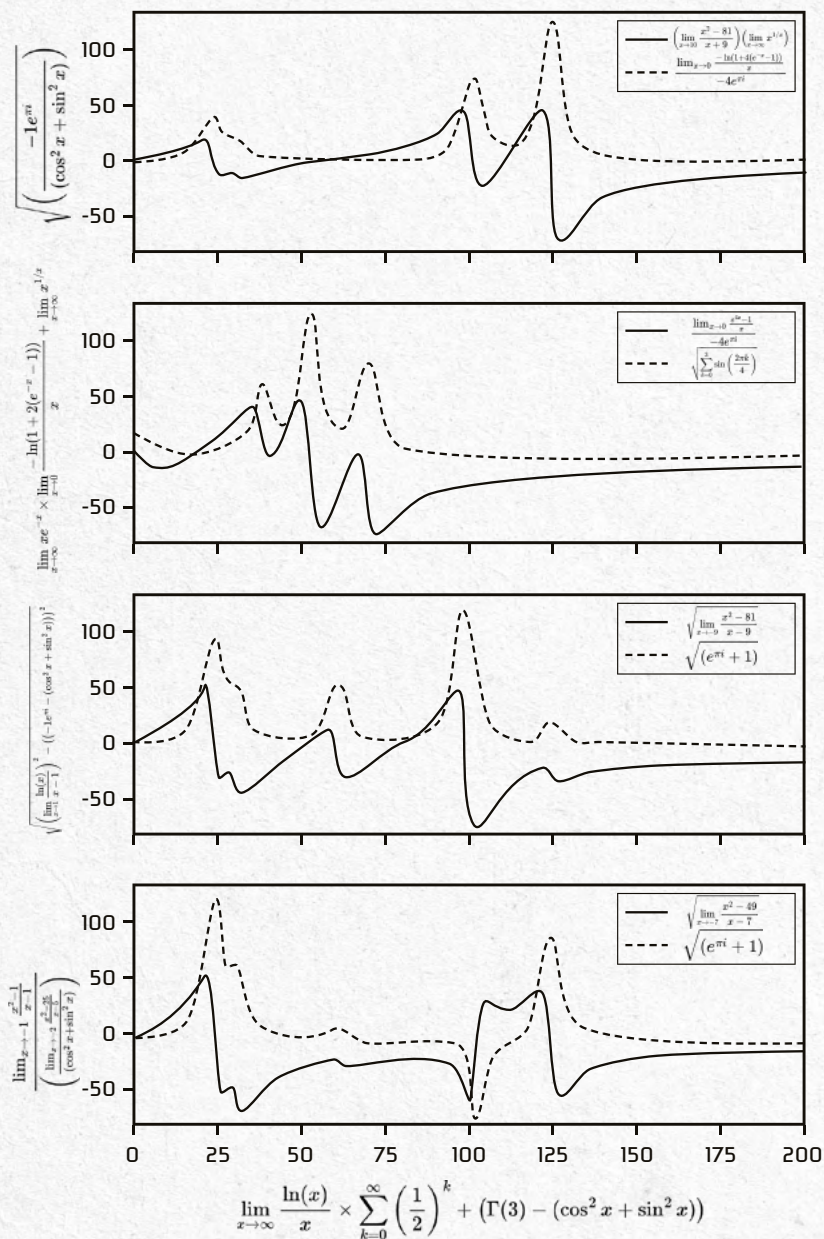
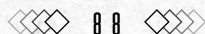


FIGURE 6-1

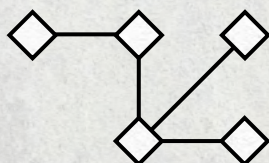
Frequencies emitted by the Breach, recorded by the Eye.



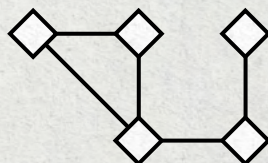
6.2 LAYOUTS

Paradoxes frequently exhibit repeating structures: Over recent years, six distinct layouts have been mapped, and these layouts have a tendency to reappear in various Paradoxes.

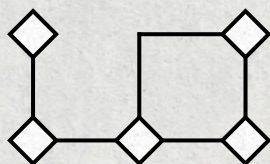
For this reason, when the Operator crafts a new Paradox, they can choose one of six layouts or create one from scratch.



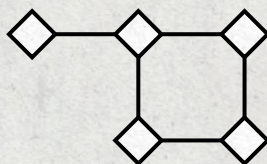
1. THE WING



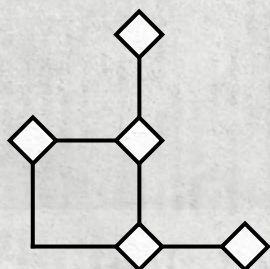
2. THE CHALICE



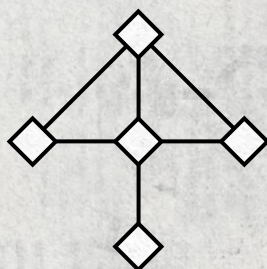
3. THE CHARIOT



4. THE HAMMER



5. THE THRONE



6. THE BOW

Diamonds represent areas, and lines the connections between them (p. 66).

6.3 ESSENCE

Each Paradox possesses a distinct **essence**, representing the unique "theme" of the place that the characters will visit.

Each essence is associated with **keywords**, which hint at what could occur during exploration. These keywords serve as sparks and seeds, offering suggestions and ideas for the Operator to infuse the Paradox with its own distinct flavor.

When crafting a Paradox, the Operator rolls a **d4** to choose one of the two tables below and then a **d10** to select the essence.

TABLE 1 (1-2)

D10	ESSENCE	KEYWORDS
1	Fungi	Rot, decay, putrefy, necrose, blood, mold
2	Dust	Ash, debris, ruins, sand, nebula, mist
3	Pyramid	Obelisk, ancient, pinnacle, chamber, hyperboloid
4	Stairway	Platform, maze, hedge, realm, primal
5	Darkness	Gloom, abyss, mist, flicker, rust, candle, burial
6	Burning	Effigy, smoke, sulfur, flame, giant, spark
7	Pillar	Stone, cairn, archway, carved, basalt, redemption
8	Order	Gate, chain, stars, radiant, sphere, shell, veil
9	Chasm	Depth, vacuum, beam, sediment, erosion, rift
10	Organic	Solid, pigment, layer, tentacles, membrane, coral

TABLE 2 (3-4)

D10	ESSENCE	KEYWORDS
1	Moss	Algae, bark, vine, fern, grotto, pollen, toxins
2	Tide	Wind, fever, galley, shore, barrier, stream, mud
3	Bone	Oracle, fossil, fracture, prophecy, inscription
4	Time	Oscillator, pulse, cycle, still, ache, fragments, flow
5	Atlas	Manifold, transformation, shrike, pilgrim, music
6	Chaos	Destruction, havoc, collapse, bloodstone, hands
7	Spawn	Legion, egg, cobwebs, nest, mother, moisture
8	Heat	Radiation, gas, filament, tunnel, drain, plasma
9	Machinery	Gear, metal, rust, noise, pump, leak, steam
10	Void	Emptiness, vast, abyss, fade, cloud, oblivion, eternity



FIGURE 6-2

Paradox with *Fungi* essence.

6.4 AREAS

Each Paradox is divided into areas, each with its own unique **landmark**. This ensures that wherever the watchers venture within the Paradox, they will encounter diverse and unexpected experiences.

Each area is associated with **tags** that provide the Operator with ideas for creating the dangerous obstacles watchers will face.

During the process of Paradox creation, after selecting the layout, the Operator rolls a **d6** for each area to determine which of the following tables is relevant, then they roll on that table to generate the landmark for that particular area.

NATURAL LANDMARKS (1-2)

D8	DETAILS	TAGS
1	Boulder	Strewn, glacial, erratic, huge, jagged, rocky, piled, studded
2	Cave	Subterranean, ghastly, blackened, muddy, colossal, yonder
3	Canyon	Steep, scenic, rugged, rocky, winding, dangerous
4	Cliff	Sheer, towering, chalk, inaccessible, cleft, grassy
5	Rock formation	Volcanic, perilous, swallowed, dreary, icy, barren, vast
6	Plant formation	Poisonous, exotic, root, branched, blooming, scented
7	Water	Stormy, muddy, contaminated, clean, torrential, saline
8	Sinkhole	Skeletal, filled, circular, spectacular, treacherous

CONSTRUCTED LANDMARKS (3-4)

D6	DETAILS	TAGS
1	Settlement	Small, inhabited, frontier, outlying, fortified
2	Shrine	Altar, mausoleum, reliquary, sanctum, grave
3	Structure	Tower, city, spire, power supply, anchor point
4	Monument	Stele, ornate, grotesque, figurative, obelisk, gate
5	Marker	Titanic, obscure, ruin, spectral, violent, statue
6	Memorial	Monolith, fallen god, forgotten, cursed, cairn

BIZARRE LANDMARKS (5-6)		
D10	DETAILS	TAGS
1	Floating ground	Broken, floating, dying, crumbling, verdant
2	Biome out of place	Alienating, terrifying, nauseating, lush, hungry
3	Multiple towers that merge into one	Decadent, singing, alive, dangerous, isolated
4	Remains of a gargantuan creature	Decomposing, ancient, bloody, warbling
5	Meandering pathways	Infinite, impossible, illogical, polyhedral
6	Illusionary location	Familiar, far, enchanting, incoherent
7	Square, hexagonal, or oval spire	Dark, cold, cyclopic, warping
8	Bulbous artifacts	Rotting, alive, lethal, stealthy, ancient, powerful
9	Non-Euclidean buildings	Labyrinthine, underground, convoluted, abandoned
10	Echoes from the past	Nostalgic, whispering, reiterated, fierce, sensual

6.5 CREATURES

Inside each Paradox, there reside alien creatures with unknown biology. These creatures can become hostile if approached recklessly, such as through direct aggression.

When creating a Paradox, the Operator also establishes the creatures that inhabit it, using the tables below.

Each creature possesses unique **traits** that confer resistance to specific types of damage while also revealing vulnerabilities to others. When players encounter a creature, they can try to analyze it, studying its behavior and its biological characteristics. That way, they can deduce the creature's weaknesses.

Over time, they will become adept at recognizing and understanding the traits exhibited by different creatures.



6.5.1 CREATURE DESCRIPTION

Each creature is described through a table that provides the following information:

- **Description:** A detailed description of the creature.
- **Traits:** The physical traits that distinguish the creature.
- **Essence:** The Paradoxes essences associated with the creature's presence.
- **Rating:** The size of the die representing the creature's capabilities, indicating its overall power and danger when hostile.
- **Harm and Range:** The amount of Harm can inflict and the distance at which it can attack.
- **Armor:** The amount of Harm reduction. If, after the reduction, the Harm suffered drops to zero or less, the creature takes no damage.
- **Weak Point:** The vulnerable spot of the creature. If exploited, it reduces the size of the die by 1, but without hurting the creature.
- **Social Structure:** The organization and hierarchy of the creature's social groups or species.
- **Moves:** The creature's actions and reactions. These are typically used in response to watcher rolls or during the Operator's turn.

Subject: Office Hours

Dear colleagues,

Starting next week, office hours will be from 9:00am to 5:00pm. As a reminder, all employees of the Department of Interdimensional Red Tape are expected to be at their desks during these hours unless they have received prior approval for time off or are on a valid break.

Thank you for your cooperation.

Sincerely,
Corlin, the Bureaucrat

Circular D



Subject

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FIGURE 6-3

A group of *Nihmot*, harmless creatures.

6.5.2 CREATURE LIST

QHORNAR	DESCRIPTION	Panther-like mammals. They are telepathic and can project their thoughts across vast distances.				
	TRAITS	A thousand small eyes, huge mouth, diamond skin				
	ESSENCE	Dust, Darkness, Burning, Chaos, Void				
	RATING	D12	HARM AND RANGE	2 Near	ARMOR	1
	WEAK POINT	Very loud noise				
	SOCIAL STRUCTURE	Monarchical				
	MOVES	1-3	Surrenders			
		4-9	Grips something tight in its jaws, grinding it to dust			
		10+	Inflicts its target visions of terror			

NIHMOT	DESCRIPTION	Flying jellyfish with no vocal cords. They communicate using sign language.				
	TRAITS	Tentacles, jelly body, flying				
	ESSENCE	Tide, Spawn, Fungi, Pyramid, Organic, Void				
	RATING	D8	HARM AND RANGE	1 Close	ARMOR	N/A
	WEAK POINT	Bright light				
	SOCIAL STRUCTURE	Tribal				
	MOVES	1-3	Flees			
		4-7	Attacks the unwary, wraps them up, hits them with an electric shock			
		8	Spawns another Nihmot			

SCREKREON	DESCRIPTION	Hard-shelled insectoids who have incredible upper-body strength.				
	TRAITS	Burrowing creature, flame-resistant skin, many legs				
	ESSENCE	Fungi, Spawn, Order, Chasm, Moss, Void				
	RATING	D10	HARM AND RANGE	1 Near	ARMOR	1
	WEAK POINT	Poison				
	SOCIAL STRUCTURE	Democratic				
	MOVES	1-3	Flees			
		4-8	Spits acid, hurls something or someone, disappears underground			
		9+	Causes an earthquake			

ZEYRN	DESCRIPTION	A terrifying beast with the ability to withstand extreme temperatures. These creatures eat their younglings.				
	TRAITS	Limbless body, blood acid, high-pitched screech				
	ESSENCE	Pyramid, Stairway, Darkness, Bone, Atlas, Void				
	RATING	D3	HARM AND RANGE	2 Close	ARMOR	N/A
	WEAK POINT	They have never left their planet				
	SOCIAL STRUCTURE	Monarchical				
	MOVES	1	Dies in an explosion of acid blood			
		2-6	Tears out eyes with its claws, jumps over the target and attacks from behind			
		7+	Annihilates everything with an incessant scream			

IK'OK	DESCRIPTION	A blind, creeping being with no eyes, it sees through echolocation. This creature normally lives peacefully with other species.				
	TRAITS	Small jointed paws, spikes on the back				
	ESSENCE	Time, Pillar, Dust, Order, Bone, Organic, Void				
	RATING	D4	HARM AND RANGE	3 Near	ARMOR	1
	WEAK POINT	It doesn't notice anything that is motionless				
	SOCIAL STRUCTURE	Solitary				
	MOVES	1-2	Flees			
		3	Bites the throat, impales			
		4	Moves through time			

ZIN	DESCRIPTION	A snake-like amphibious creature with horns. It secretes a poisonous gas that will make most humanoids feel drowsy.				
	TRAITS	Scales, gills, two tails				
	ESSENCE	Tide, Moss, Burning, Heat, Darkness, Chaos, Void				
	RATING	D6	HARM AND RANGE	1 Far	ARMOR	N/A
	WEAK POINT	Sensitivity to lightning				
	SOCIAL STRUCTURE	Tribal				
	MOVES	1-2	Flees			
		3-5	Puts foes to sleep with gas, calls other Zin, assimilates			
		6	Turns metal to rust			



XUNDA	DESCRIPTION	They have two enormous wings and two long, thin legs, and a short, powerful tail.				
	TRAITS	Large thin feathers, huge beaks, a second brain in the tail				
	ESSENCE	Machinery, Chasm, Dust, Stairway, Moss, Chaos, Void				
	RATING	D3	HARM AND RANGE	1 Far	ARMOR	1
	WEAK POINT	Water				
	SOCIAL STRUCTURE	Oligarchic				
	MOVES	1-2	Flees			
		3-6	Moves with amazing speed, attacks from the sky, pulls target into the air, strikes at a weak point			
		7+	Attacks unrelentingly			

GELS	DESCRIPTION	A predatory alien eel with poisonous spines all over its body.				
	TRAITS	Short, muscular tail, long anal fin, red eyes				
	ESSENCE	Tide, Atlas, Fungi, Pillar, Heat, Time, Order, Void				
	RATING	D10	HARM AND RANGE	1 Close	ARMOR	N/A
	WEAK POINT	Extreme temperatures				
	SOCIAL STRUCTURE	Tribal				
	MOVES	1-4	Flees			
		5-7	Uses the environment to its advantage, spits paralyzing venom, attacks from a hidden place, drags prey into rough tunnels			
		8+	Belches forth flame			

CRAKS	DESCRIPTION	A shark alien with iridescent scales. It lives in caves.				
	TRAITS	Scales, sharp teeth, long antennae				
	ESSENCE	Stairway, Darkness, Chasm, Organic, Tide, Bone, Atlas, Void				
	RATING	D3	HARM AND RANGE	2 Close	ARMOR	1
	WEAK POINT	Bright light				
	SOCIAL STRUCTURE	Solitary				
	MOVES	1-3	Vanishes			
		4-6	Feeds on their flesh, absorbs knowledge from those it harms, tears off their limbs			
		7+	Evolves into a smarter and more resilient form			

NULKEK	DESCRIPTION	An egg-laying creature with a giant, protruding jaw.				
	TRAITS	Huge mouth, scales, transparent skin				
	ESSENCE	Moss, Bone, Chaos, Pillar, Dust, Fungi, Void				
	RATING	D3	HARM AND RANGE	1 Close	ARMOR	N/A
	WEAK POINT	Fire				
	SOCIAL STRUCTURE	Monarchical				
MOVES		1-3	Destructive fury			
		4-7	Lays eggs, devours eggs for healing, bites a prey to death			
		8	Hatches the eggs and releases a swarm			

UVOITS	DESCRIPTION	A tiny, shrew-like figure with incredible upper-body strength. It can bite through the hull of a spaceship.				
	TRAITS	Elastic skin, covered with long, wavy hairs, single eye				
	ESSENCE	Machinery, Heat, Spawn, Burning, Pyramid, Organic, Void				
	RATING	D10	HARM AND RANGE	2 Near	ARMOR	1
	WEAK POINT	N/A				
	SOCIAL STRUCTURE	Tribal				
MOVES		1-2	Retreats, only to come back stronger			
		3-9	Jumps from side to side, bites with its little teeth, sneaks into little things, hides in tiny holes			
		10	Tears something apart			

OT'OKS	DESCRIPTION	A shy plant-like figure with extraordinary physical strength. These creatures are extremely dangerous.				
	TRAITS	Colorful flowers, giant roots, hidden eye				
	ESSENCE	Time, Pyramid, Pillar, Atlas, Chaos, Fungi, Void				
	RATING	D12	HARM AND RANGE	4 Close	ARMOR	N/A
	WEAK POINT	Fire				
	SOCIAL STRUCTURE	Solitary				
MOVES		1	Surrenders			
		2-3	Paralyzes with a touch, attacks two enemies at once, devours, turns natural elements against them			
		9+	Rewrites reality			



6.5.3 CONVERTING CREATURES FROM OTHER GAMES

Many games already on the market have dozens of exciting creatures (especially OSR-type games), which you may want to portray in your Paradox.

Below are some guidelines for converting the main stats of those monsters to be compatible with THE BREACH game system.

- **Rating:** start with a **d4**, and increase the die size by one every three HD (max **d12**).
- **Harm:** if the monster is powerful (i.e., a Dragon), assign it 4 Harm. If the monster is very weak, 1 Harm. Everything else is in between.
- **Some tips:**
 - ◇ Is it good at avoiding being hit? Increase its die rating.
 - ◇ Is it able to absorb damage? Give it armor (1 or 2 points).
- Create the moves based on the higher stats. **Examples:**
 - ◇ Is it strong? Crush, destroy things, throw people.
 - ◇ Is it nimble? Fly, hide in the environment, attack by surprise.
 - ◇ Is it charismatic? Deceive, outflank the enemy, use military tactics.
 - ◇ Morale value can be translated into the low move's range.





FIGURE 6-4

A hostile *Screrkreon* ready to attack.



6.6 DANGEROUS OBSTACLES

One of the main tasks of the Operator is to present challenging obstacles to the characters and ask the players how they wish to confront them. Such obstacles can be part of the Paradox or consequences of watchers' choices and actions.

When preparing for the mission, the Operator should note obstacles to present to the players, taking advantage of the kind of Paradox they are creating. The keywords associated with the Paradox essence and the areas serve as a starting point for creating such obstacles.

More information and procedures on determining these obstacles can be found in chapter 7.5 (p. 122).

An obstacle typically follows one of these formulas:

- X is about to happen, and its consequences will be Y. How do you avoid them?
- To accomplish your goal, you must confront X, and there is a chance that Y may happen. What do you do?

These two formulas allow the player to clearly understand the situation and choose how to act.

6.7 ASSEMBLING THE PARADOX

To complete the preparation of the Paradox, the Operator must put together all the information from the previous paragraphs as follows:

- Choose the mission **goal**.
- Choose (or create) a **layout**.
- Randomly determine the **essence** and mark two or three keywords.
- Choose one or more **creatures** compatible with the chosen essence.
- For each diamond in the layout, randomly choose an **area** type (natural, constructed, or bizarre landmarks), and mark two or three keywords.
- Select up to three **obstacles** or **creatures** for each area.
- Make sure that the mission goal is incorporated in at least one of the diamonds.


Compile all the information on index cards.

6.7.1 FINAL TIPS

During the game, the Operator should use the keywords they wrote down to describe the scene as the players enter an area or move between different areas.

Remember to show signs of the imminent collapse of the Paradox every time you mark the Paradox clock (p. 65)!


Circular Document - 0094/1



Ministry of Culture and Science
Enlightened Confederacy
Official Communication
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Circular Document - 0082/m



Ministry of Culture and Science
Enlightened Confederacy
Official Communication
Confidential - level 7bis only

Printed at the Palace of Culture and Science

Subject: [REDACTED] Protocol Update

Dear colleagues,

As per the latest directive from the Prime of State, we will be making some updates to the [REDACTED] Protocol for missions beyond the [REDACTED]. Starting next week, all missions will be required to have at least two Heralds as part of the team, in addition to [REDACTED] and [REDACTED] personnel.

Please ensure that your team is in compliance with this new requirement.

Thank you for your cooperation in continuing our important work of exploring the [REDACTED].

Sincerely,
The Director



RUNNING THE GAME

CHAPTER 7

HOW TO MAKE THINGS WORK

PROCEDURE 404: PROCESSING DATA RECOVERED BY THE WATCHERS

Accessing the data collection and information processing terminal in the control room requires a perforated card of level 7 or higher. Individuals without such a card are kindly requested to submit a written request at office 56M.

To initiate the access process, insert the perforated card into the designated rectangular slot and await the prompt requesting your access code. Once prompted, input the code and press the RETURN key. Prior to proceeding, please ensure there is enough cellulose on the reel, replacing it if necessary, and selecting the required command from the main menu. For those requiring data transfer on a magnetic support, please adhere to the guidelines outlined in procedure 313 when labeling the medium.

Please, shut down the terminal at the end of the operation.





7.1 RUNNING THE GAME

Playing the role of the Operator in *THE BREACH* involves different responsibilities compared to those of the watcher players.

As already mentioned in previous chapters, the Operator's task is to construct the Paradox that the players will visit and to imbue it with challenges and obstacles.

The Operator's purpose is not to beat the players, but while remaining impartial, to challenge them and their characters, making every exploration beyond the Breach difficult and dangerous.

The Operator has guidelines to follow and procedures that will help them in this task.

First of all, however, it's paramount to emphasize once again three matters of the utmost significance:

- **The Operator does not have the task of telling a story:** The story that all the players (including the Operator) will play is born from the interaction between the prepared Paradox and the choices made by the players.
- **The Operator is a player, just like the others at the table:** It is not their sole responsibility to ensure the enjoyment of everyone or the success of the game session. This collective responsibility rests with all the players: in fact, every player must play according to their role and engage with the game system while following the rules.
- **The Operator, like everyone else, has some rules and procedures to follow:** These are mentioned in the various chapters of the game but are explored more deeply in this last chapter of the manual. However, there is an exception to this point that will be addressed in the very last paragraph of this chapter.



7.1.1 SET EXPECTATIONS AND GAME TYPE

When you first meet with your friends to play **THE BREACH**, it is important to establish the tone and objectives of the game by discussing everyone's expectations.

First of all, if some players are unfamiliar with the game, start by introducing it and reading paragraph **1.1** to provide an overview. Then, then follow the tips listed in paragraph **1.12**.

Next, you will need to decide what **type of game** you want to play: a single session (called a one-shot), a time-limited campaign, or an infinite campaign.

The game rules do not change, but the duration of the game varies.

A **one-shot** is a self-contained episode where you create the watchers and explore a single Paradox within a single gaming session.

A **time-limited campaign** involves facing a predetermined number of missions. At the end of the last mission, the vital resources of the Bastion run out, leading to the extinction of the community and, probably, humanity itself. To avoid this bad ending, the watchers must successfully complete at least 75% of their total missions.

An **infinite campaign** has no predetermined end. You play episode after episode, at different rhythms (short or long episodes, dangerous or less lethal Paradoxes, etc.). And you can continue like this for as long as you feel like it. Maybe you will only play two or three sessions before leaving the game and doing something else. Or you will play **THE BREACH** for months in a row. Or you will play the game every now and then, alternating with other games.

Whatever the style of play, however, the ultimate goal is to have fun together, creating and experiencing the story of your watchers and the game world each time you play.



7.2 CONVERSATION FRAMEWORK

The game is split into two phases: the Mission phase (p. 62) and the Downtime phase (p. 78).

During the **Mission** phase, watchers are inside a Paradox and must race against time to complete their task. This phase is fast-paced and every decision has a significant impact on the outcome of the assignment. The Operator's role during this phase is to present challenges to the watchers, listen to their strategies, and describe the consequences of their choices.

During the mission, the conversation is structured in this way:

- The Operator introduces the scene and the obstacles, asking the players, "What do you do?"
- The players consult and decide how to tackle these obstacles, describing their character's actions in turns.
- After each player has described their watcher's action, the Operator narrates the consequences.

Obviously, within this structure, the Operator and the players often engage with the game system and rules, such as triggering a **Reaction Roll**, as explained in detail in previous chapters.

The crucial point to note is that during the mission, the Operator controls the game's pace. They are responsible for establishing the situations that the watchers will have to face. Whether a situation has been defined during the creation of the Paradox or introduced by the Operator as a consequence of a character's action, it is the Operator who introduces it and presents it to the players.

The players then react to these situations, selecting their preferred strategies and utilizing their available resources.

This conversational dynamic continues until the end of the mission, when the downtime phase begins.



In the **downtime** phase, the conversational dynamics are reversed: the watchers have returned to the Bastion and, regardless of the mission's outcome, now have time to rest and manage their resources. During this phase, it is the players' turn to determine which situation they want to address and how they want to utilize their resources. The Operator, during downtime, is limited to responding and reacting to the players' initiatives, portraying any NPCs they encounter, and describing the game world accordingly.

To use the previous framework, during downtime, the conversation is structured as follows:

- The player declares which downtime activity they want to perform.
- The Operator briefly describes the scene.
- The player tells how their watcher acts and then follows the specific rules and procedures of that activity, if applicable.

This alternating structure serves a dual purpose. Firstly, it allows players to perceive a change in pace between the mission and downtime, making the former more adrenaline-filled and the latter more relaxing.

Secondly, this structure allows for the sharing of responsibilities and authority between players. During the mission, the Operator takes charge of presenting exciting and challenging situations to the watchers. However, during downtime, it is the players' task to determine which scenes will be narrated, the level of detail, and the duration. It is the watchers who determine when downtime is concluded and whether to engage in free play or hand over the reins back to the Operator for the introduction of a new mission.

7.3 OPERATOR AGENDA (DETAILED)

The Operator's agenda is mentioned on p. 16. The paragraph at the beginning of the manual is an excellent summary of the principles and tasks the Operator must follow when playing THE BREACH. For less experienced Operators or those seeking a deeper understanding of these concepts, the paragraphs below will provide a detailed analysis of each point in the agenda.

7.3.1 DESCRIBE THE SITUATION

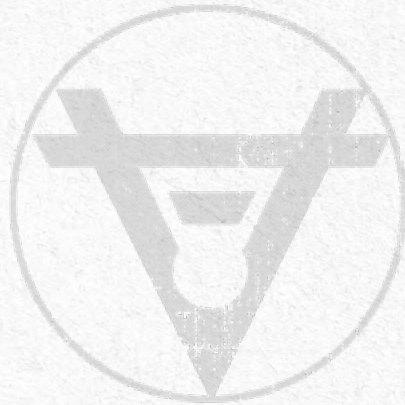
The heart of the game is the back-and-forth conversation and interaction between the Operator and the players. During the mission phase, the Operator takes the lead in initiating the conversation, describing the situation that the watchers encounter.

This is one of the Operator's most important roles: conveying what the characters see and feel, the environment around them, and the threats that stand between them and their goals.

Below are a few tips to help the Operator accomplish this task.

DON'T INDULGE IN TOO MUCH DETAIL

Although books differ from role-playing games, they often use communication techniques that can also be applied during gaming sessions. When introducing a new scene, provide a general overview of the location and the ongoing events. Leave room for the players, asking their characters what they do and how they behave. Only delve into more specific details when necessary, such as when players inquire about specific aspects or when their actions require further clarification.



FOR EXAMPLE

Operator: After crossing the path through the purple forest, you have arrived in a large clearing. In the center, is what seems to be an inverted pyramid: a majestic building whose tip is suspended half a meter above the ground. Four humanoids, similar to those you encountered earlier, are standing in a circle around the pyramid's tip, holding their arms above their heads. Your Cloak's communication system interprets the sounds they are emitting as a kind of cyclical chant, constantly repeated in the same pattern. They don't seem interested in you, but with each cycle of the chant, the majestic pyramid seems to sway more and more. What do you do?

Julie: I don't understand – is the pyramid actually floating?

Operator: Yes, it's a sizable, inverted pyramid suspended in the air. Imagine an Egyptian pyramid but upside down. And suspended half a meter from the ground.

Julie: Ah. So, I see now. Oh. If it's swaying, could it... fall?

Emil: How are the humanoids dressed? Are they carrying anything?

Operator: They are dressed similarly to the two you encountered earlier. If there is a caste system among them, as you have hypothesized, they probably belong to the same one. They don't have anything in their hands: instead, they shake their seven fingers above their heads, emitting those strange repetitive sounds.

In the example above, the Operator provided additional details in response to the players' questions to better clarify the situation.

This back-and-forth is not something the characters are actively doing – it is not therefore an action performed during the game turn. It is a part of the discussion between players: the Operator is the eyes and ears of the characters, and the players have the freedom to ask questions in order to gain a clearer picture of what their characters are perceiving.

DON'T HIDE INFORMATION

As the Operator, it's important not to hide information from the players or intentionally deceive them. That's not how challenges are introduced during a mission. If an NPC is being deceptive, suggest to the players that their watchers have the feeling that that something is amiss or that the NPC may not be fully truthful.

FOR EXAMPLE

Emil: I'm concerned that that chant's purpose is to bring down the floating pyramid. I would like to approach them, without being noticed. Maybe I can learn more details about what is happening?

Operator: Agony takes a step towards the center of the glade but immediately stops. You notice, in fact, a kind of luminous grid under the grassy surface you are stepping on. It could be an alarm system or a defensive system. What do you do?

Emil described the actions of *Agony*, their watcher. This is a real action in game: trying to approach without being noticed. If he had carried it out, it would have been the action for their turn, and then he would have had to spend stamina to perform an additional action in order to act again before passing word to others.

However, Emil's turn has not yet ended: the action he was taking was interrupted by the Operator, who revealed signs of danger (in this example, a possible alarm system) and then asked Emil what he wanted to do next.

If the Operator had not pointed out the alarm system and instead immediately triggered the trap, two negative consequences would have occurred:

- Emil would have felt deceived by the Operator: why didn't *Agony*, his watcher, notice the danger ahead? As a result, Emil would have started to doubt every step taken until the end of the mission.
- But above all, *Agony* would have appeared incompetent! Watchers are carefully chosen and trained to venture into Paradoxes with caution, being aware of potential dangers and staying vigilant for any adverse circumstances.



The Operator has the task of telegraphing possible dangers to the players before they materialize.

Obviously, if *Agony* decides to proceed regardless of the luminous grid, they will bear the consequences of their choice: if it is an alarm system, it will activate. By providing warnings and foreshadowing, the Operator has given them the opportunity to face it and decide on which approach they prefer.

7.3.2 ASK QUESTIONS

Asking questions is a way to push players into exploring their characters. Asking "What does *Grumpy* think about what you're observing?" prompts the player to share their perspective on the situation. It's a powerful way to involve shy or less experienced players in the conversation without requiring them to take immediate actions during their turn.

Asking questions is also a powerful tool for the Operator to help clarify game situations, particularly during complex or dramatic moments like a Reaction Roll.

Before rolling the dice, the Operator should ensure two things:

- That the players involved are aware of the risks their characters are taking.
- That the character's goal is clear.

A **Reaction Roll** should always answer two questions: *Will the character succeed in achieving their goal? And what consequences will arise while strive to reach it?*

Finally, asking questions is a way to help players visualize some of the possible paths and choices they could make.

FOR EXAMPLE

Operator: As you slide into the wreckage of the spaceship, the scene around you becomes increasingly dark. You turn on the lighting system of your Cloak, but you can barely see a few meters in front of you. Advancing in this deep darkness could be dangerous.



However, the signal that your radar is picking up is coming from the bottom of the ship.

What do you do? Continue despite the darkness? Or go back? Or do you have any ideas on how to increase visibility?

The questions asked by the Operator are possible choices, but they are not all the choices that the player might decide to make. They serve as suggestions to indicate the most natural paths to follow, the most obvious solutions at hand.

This can be particularly helpful when playing with inexperienced players, or simply to provide food for thought to the group when discussing an action strategy.

In any case, the final decision always rests with the player. It is their character, and they have the agency to declare which action their character will take.

7.3.3 DON'T TRY TO TELL A STORY

During a game of *THE BREACH*, the Operator's main job is to describe the scenes and describe the actions of the NPCs, rather than telling a story.

This principle is emphasized throughout the manual because it is significantly different from other role-playing games. If you are used to a different style of game mastering, it's important to be aware of the differences and avoid falling into old habits that do not apply in a game of *THE BREACH*.

Thematically, the game explores the unknown – or rather, infinite unknown worlds, the Paradoxes. The game aims to evoke the sense of facing something unfamiliar and uncharted. For this to happen, all players should encounter unexpected situations. It is true that the Operator must prepare the structure of the Paradox before playing a mission, but, as explained before, the Operator is a player like the others, and they should be open to being surprised by the emergent story.

In addition, trying to tell a story would distract the Operator from their other main tasks, making the experience very different from what a session of *THE BREACH* should be.

7.3.4 USE LOGIC

The Operator is often called upon to make decisions that impact the game situation.

While other players only need to worry about describing their characters' actions, the Operator brings the game world to life and ensures its coherence. Even in alternate worlds and Paradoxes, there should be internal logic. As players explore worlds and complete missions, they establish internal rules for the game world – **precedents**.

These precedents act as a logical compass, allowing players to make deductions and plan their actions with confidence. Just like their characters, players will also gain experience and want to put it into practice.

The Operator's job is to maintain this internal coherence within the game world, taking notes during the session and using precedents – both to the benefit of the players, but also to plan increasingly complex challenges.

FOR EXAMPLE

Operator: The creature with the 200 diamond eyes watches you through the thick surrounding fog. What do you do?

Alex: I try to throw a signal flare in its direction: I think smoke and lights might scare it. It's a strategy we used two missions ago, when we encountered the *sleeping-god-observer*, if I remember correctly.

Operator: It makes sense! Just like in the situation you mentioned, having so many eyes means its vision is similar to a kaleidoscope: each image is fragmented and repeated, mixed and displayed in its mind in a very different way from human vision. A simple flare, with its sparks and smoke, will appear completely different to that creature! You have an advantage: now the creature is curled up, almost fearing that the flare might attack. What do you do? How do you exploit this advantage?



Using logic will also help the Operator easily establish the consequences of a failed **Reaction Roll** or the behavior of encountered creatures. For instance, if a character attempts to cross a chasm on a rope while facing strong gusts of wind and fails the **Reaction Roll**... the most logical consequence is that the character would fall into the void.

Sometimes, the simplest and most straightforward choice is also the most logical to apply in the game.

7.3.5 GIVE THEM CHALLENGES

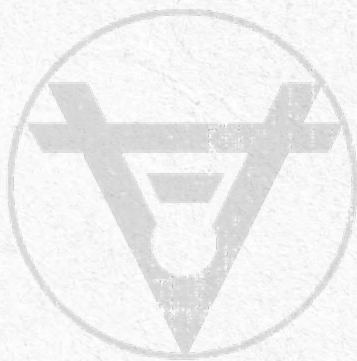
In a mission within a Paradox, challenges and dangers should be abundant – even in seemingly non-hostile areas, the Operator should prepared two or three possible obstacles.

As the Operator, avoid letting the situation become stagnant: as soon as the characters reach a new area, introduce a danger or challenge and ask them how they want to overcome it.

Once the challenge is resolved, allow them to become comfortable with the area they are in, but after one or two rounds, introduce a new challenge.

Maintain a high pace and constantly remind the players that in a Paradox, one can never feel completely safe.

For guidance on creating and managing obstacles during missions, refer to p. 122.





7.3.6 GIVE THEM TOUGH CHOICES

A particular type of challenge to offer to players is a tough choice. When a watcher must choose between two different risks or whether to take a risk or lose a goal, things become interesting.

Tough choices should be based on what the characters consider important. By default, watchers consider the success of the mission essential: they have been trained and indoctrinated by The Enlightened Confederacy to be willing to do whatever it takes to successfully complete the tasks assigned to them.

But each watcher has their own personality and personal goals that shape their value system, assigning varying degrees of importance to different things.

If the Operator is uncertain about what a character values, providing them with a tough choice is a way to find out! The player's reaction may surprise the other participants, showing an aspect of their character that had not yet emerged during the game.

FOR EXAMPLE

Operator: The temple door is closing behind you: you have very little time to escape before being sealed forever inside this alien tomb. Maybe you can approach one of the two altars and grab the item above it before leaving.

One is an **ancient stone table** with cryptic engravings: If you choose to take it back to the Bastion, your group would successfully fulfill the mission's objective.

On the other altar, there seems to be a **weapon based on the forgotten technology** of these people. If you took possession of it, the next missions would be less dangerous and, above all, your comrades would begin to consider you the most formidable member of the team. Your reputation would become legendary.

Which of the two items do you want to seize before fleeing?



Giving the players such choices will allow to demonstrate what their watcher is made of and reveal something about their personality through their actions.

Even considering the practical aspects of the game or the character is a way to give players intriguing choices that have an impact on the story.

FOR EXAMPLE

Operator: The seals of the innermost room of the ruins cannot be opened by hand. You could use your gutter as a lever to open the door, but be aware that whether you succeed or not, the gutter will be significantly damaged in the process and its rating will be reduced by two. What do you want to do?

Putting a character in front of a less dangerous but less rewarding path and a more dangerous but more rewarding path is a story fork that requires the player to make a tough choice and take responsibility for the consequences.

Here's the definition of a tough choice: a choice that involves consequences that the character (or characters) will have to face and take responsibility for.

FOR EXAMPLE

Operator: The creature is silently slipping behind your comrades. Only you, from your lookout position, can see it. When they notice its arrival, it will be too late. You have a choice: you could fire your disintegrator, but if the shot is not precise, you might hit one of your comrades or alert the creature, making it even more aggressive. On the other hand, if you do nothing, the rest of the team will fall into a trap! How do you think you should act?

7.3.7 LET YOURSELF BE SURPRISED

In the previous paragraphs it was discussed how asking questions and proposing possible solutions to challenges is one of the tasks of the Operator. However, it was also highlighted how the final decision always belongs to the players: it is up to them to decide what their characters do and how they act. Often, players will propose solutions that the Operator hadn't even considered, and that's great! It allows the Operator to be surprised by the direction the story takes.

Even if a player's idea seems illogical, risky, or unlikely, the Operator should try to follow it and show how the game world reacts to that idea.

Obviously, if the Operator thinks that the idea exposes one or more characters to risk, they should point it out and explain the potential dangers, allowing players to revise their plan.

But it is not the Operator's job to determine whether a plan is right or wrong. The outcomes will be determined by the reactions of the game world, which the Operator should interpret honestly and logically, as well as the results of dice rolls.

FOR EXAMPLE

Operator: As you slide into the wreckage of the spaceship, the scene around you becomes increasingly dark. You turn on the lighting system of your Cloak, but you can barely see a few meters in front of you. Advancing in this deep darkness could be dangerous. However, the signal that your radar is picking up is coming from the bottom of the ship.

What do you do? Continue despite the darkness? Or go back? Or do you have any ideas to increase visibility?

Julie: Mmm, I don't think any of these three solutions is the one that Ghost, my watcher, will undertake. Whatever my radar is detecting, I don't care: the purpose of the mission is to kill an alien creature and bring organic samples to the Bastion. So, I think I'll grab the disintegrator and shoot blindly: from the outside, the hull looks small, so there's not much space for the creature to escape a burst of explosive bullets!



FIGURE 7-1

Paradox 5488, Sentient class.



7.3.8 KEEP THE PRESSURE UP

One of the main threats of a mission in a Paradox is the meltdown process. If the watchers do not return to the Bastion before the Paradox collapses, they will disappear with it.

As the Operator, remember to roll the **danger level die** at the end of every round and advance the **Paradox clock** accordingly.

In addition, when the characters suffer a consequence, remember that one of the best ways to make their lives difficult is to consume their resources.

A consequence that may not seem very serious initially, but becomes increasingly dramatic as the mission progresses is when the Operator lowers the dice of a resource or character tool: being unable to use the right tool to face a danger because it is now unusable makes the watchers' mission truly dangerous.

7.3.9 EMBRACE CHAOS

The rulebook provides a variety of random tables that the Operator can use to determine game details during a mission.

These tables offer the opportunity for unpredictable outcomes and add a delightful element of chaos to the game session.

As the Operator, it is important not to be afraid that things get out of hand. By playing honestly and adhering to the established logic and precedents, you will be performing your role correctly.

If rolling dice on a table presents challenges for the watchers, it is not your responsibility to resolve them: it is the other players' job to find a solution to circumvent or face the dangers that result.



7.4 PORTRAY THE GAME WORLD

One of your tasks as a Operator is to make the game world feel real by conveying the desired tone for the session or campaign (p. 17).

To accomplish this, you can incorporate details and situations both during missions and outside, fleshing out *your* Bastion.

7.4.1 COMMEMORATIONS

When a watcher meets their demise during a mission, it can be an emotional moment for the players. After debriefing the events, it is appropriate for the Operator to ask the other players if they would like to commemorate their fallen comrade and, if so, how they would like to do it.

Maybe they want to go to their favorite bar and drink until they pass out. Or perhaps they want to visit surviving relatives and offer condolences, along with any personal effects? In any case, let them describe what they do and how they wish to pay their last respects to their fallen comrade.

7.4.2 RECURRING CHARACTERS

During the downtime phase, when narrating short scenes of character interaction with NPCs, it's important to give these NPCs names and distinctive personalities. Describe NPCs both aesthetically and by their mannerisms, and take notes: these NPCs will probably become recurring characters throughout the game.

A common example of recurring NPCs are the wardens who maintain radio communication during missions. Instead of leaving them as “nameless operators,” assign them names, titles, and unique personalities. Are they friendly and genuinely concerned about the well-being of the watchers, or cold and calculating, solely focused on the outcome of the mission?

7.4.3 RECURRING PLACES

The same goes for recurring places that the watchers might frequent: their homes, the regular bars, the gym they frequent. Describe these areas, give them names, be specific about what they look like and their atmosphere, and take notes to reuse every time the watchers return.



7.4.4 MISSION NAME AND LOG

To make a mission feel more real, during the briefing don't just explain the goal the watchers need to achieve: assign the mission a code name (i.e., Operation Twilight). Make note of this code name and use it in communication between the wardens and watchers.

At the end of the mission, write a brief log of the most important situations encountered. Keep an archive of these logs and refer to them when needed: these are documented operations that contribute to the history of the Bastion.

7.5 CREATE OBSTACLES

As an Operator, you must introduce obstacles in three specific instances:

- When you create the Paradox: each area within the Paradox should have an obstacle that the players will encounter when they first visit it.
- As a possible consequence of a result lower than 6 in a Reaction Roll.
- When the players linger in the same area (spending three or more turns exploring it), to maintain a sense of pacing.

Besides the first case, where you have time to think about obstacles, you will often find yourself having to insert unexpected obstacles on the fly.

To handle such situations, it's helpful to have a list of additional obstacles for each area, consistent with the idea and theme of the Paradox, and draw from it.

However, inventing new obstacles is complex and, sometimes, you may feel like you're running out of interesting ideas.

To assist you, the following paragraphs provide thematic suggestions and examples of possible obstacles to include during the exploration of Paradoxes.

7.5.1 NATURAL OBSTACLES

Natural obstacles refer to elements in the environment that can hinder the progress of the watchers, such as impassable mountains, deep canyons, or impenetrable rainforests.



Furthermore, the watchers might have to face extreme weather conditions, such as hurricanes, tornadoes, sandstorms, or dangerous environments such as blazing deserts or frozen tundra. The Cloak worn by the watchers provides some protection against such conditions, still they can make even the simplest actions difficult, like walking or communicating with comrades.

Examples:

- Natural barriers, such as mountains, rivers, canyons, or swamps
- Simple artificial structures, such as walls, fences, or locked doors
- Magnetic or solar flares storms
- Volcanic eruptions or earthquakes
- Tsunamis or sea quakes
- Vegetation on fire

7.5.2 TECHNOLOGICAL OBSTACLES

Technological obstacles manifest as defensive machinery or robotic structures, security systems or technological traps, damaged or unusable transportation, malfunctioning or unavailable technological devices or instruments.

Examples:

- Advanced security systems, such as facial or biometric recognition
- Active defense systems, such as lasers or missiles
- Electromagnetic waves that interrupt or compromise communication
- Advanced defense or protection systems, such as shields or force fields
- Doors or passages which only open with digital or biometric access or keys
- Damaged or non-functioning navigation or communication devices
- Deactivated safety and guidance systems, damaged vehicles and transportation



7.5.3 COSMIC OR PARANORMAL OBSTACLES

Cosmic or paranormal obstacles represent the most mysterious and extraordinary challenges watchers might encounter. They may be confronted with cosmic phenomena such as black holes or wormholes, paranormal or mystical forces, dimensional rifts, or supernatural or otherworldly entities.

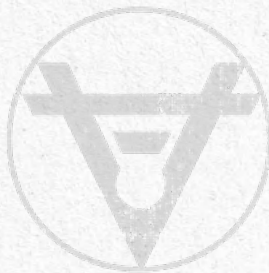
Examples:

- Parallel dimensions or realities with different rules or laws
- Time travel or interdimensional travel; distorted perception of time
- Gravitational waves or exotic subatomic particles
- Paranormal phenomena, such as apparitions, visions, telekinetic manifestations
- Otherworldly beings or alien gods
- Labyrinths that are impossible to cross, whose composition changes constantly

7.5.4 HOSTILE CREATURES

One final type of obstacle can be hostile creatures. You can establish beforehand whether one or more creatures will react with hostility towards the watchers or certain behaviors.

Note this information next to the creature during your preparation: remember that as an Operator you must be honest and impartial, so don't change the attitude of a creature once it has been established, unless the actions of the players warrant such a change.



FOR EXAMPLE

During the preparation of a Paradox's area, you have decided to include a group of **Xunda**, who will remain friendly towards the watchers unless they draw weapons or perform openly hostile actions.

During the game, the watchers reach this area and start trying to communicate with the Xunda. One of them uses a scientific analysis tool to collect a blood sample from an alien creature. This gesture is not among the things you marked as a trigger for the hostile behavior of the Xunda: stay faithful to that decision! The Xunda might still react, yelling or becoming agitated or wary. They might even flee. However, they will not attack the watchers.

However, you can choose not to establish the attitude of a creature beforehand. In this case, you can determine it randomly by rolling a die.

The type of die and the probability of a creature being aggressive is a choice you can make based on the danger level of the Paradox.

FOR EXAMPLE

During the preparation of an area, you included a sleeping specimen of **Nulkek**.

When the watchers approach, the creature wakes up. You decide that it is time to establish whether the creature is hostile or friendly, rolling a six-sided die.

You announce to the other players: "Okay, I'll roll a six-sided die to establish whether the creature is hostile or not. On a result from 1 to 3, it will be hostile, while on a result from 4 to 6, it will be friendly."

Finally, remember that a creature will always become hostile in the presence of an element corresponding to its weakness. Creatures will recognize this and react accordingly out of fear.



7.6 WHAT THE MANUAL DOES NOT SAY

Like all instruction manuals, THE BREACH's manual is also intentionally imperfect. There are certain areas not covered by the rules, which will emerge as you explore the themes and game situations. This is because the rules and procedures of THE BREACH are tools that all players can use to create and play stories of a certain type. However, like all tools, they can also be used in more creative and expansive ways.

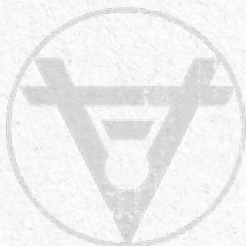
When players encounter situations not addressed in the rules, it is the Operator's job to evaluate the situation. Of course, the Operator can ask for suggestions from the other players, but ultimately, it is the Operator's responsibility to make the final decision on the matter.

However, this paragraph does not grant the Operator absolute and unlimited powers or, worse, the ability to disregard established rules.

When the Operator introduces a new rule or procedure (or simply a practical solution) to handle a situation that the group is facing for the first time, they must put it in writing: this will become a precedent just as explained in paragraph 7.3.4. Precedents are tools that allow players to consider the game world, anticipate potential consequences, and enabling the game to become more real (and realistic).

If the solution proposed by the Operator, after being tested, does not satisfy the players, it can obviously be revised. However, each revision should be documented: revising a rule is a normal iterative process aimed at reaching a satisfactory outcome for everyone, but it should not be taken lightly.

The trust of the players is at stake: all participants in the game should be aware of the rules and have confidence that they will be respected.



NAME	AWARE	R&D
PRONOUNS	MIGHTY	TOOLS
CALL SIGN	QUICK	
TRAIT	SNEAKY	
TRAIT	XP	CLOAK COLOR
STAMINA		DISINTEGRATOR
HARM		DAMAGE
CONDITIONS/EFFECTS		RANGE
		RELOAD TIME
		MOD.1
		MOD.2
		MOD.3
		MORE DATA

THE BREACH

