



Breach

Tabletopia Edition

Save the
Royal Treasures

BREACH - Tabletopia

The king's sailing ship has struck an uncharted reef and is sinking. Safe on the only longboat, the king has commanded you to find his missing royal treasures before he'll allow you onboard.

OBJECTIVE

Co-Operative Play

Retrieve all five of the king's treasures from the missing chests and return to the square containing the Breach token. All players must reach the square with the Breach Token safely or the game is lost.

Competitive Play

Fight your fellow players in order to retrieve the one treasure the king wants above all others. Be the first to bring it back to the square containing the Breach token and escape while your former comrades go down with the ship.

COMPONENTS

- Blue Difficulty/Flood Token (1)
- Character Cards (12)
 - Breach Token (1)
 - Gameboard (1)
 - Item Cards (100)
 - Obstacle Cubes (24)
 - Pawns (6)
 - Stair tokens (6)
 - Ten-sided die (1)
 - Treasure Cards (5)
- Treasure Chest Markers (5)

SETUP

1) Shuffle the Character deck and deal each player a character. Each character has an ability on the back of the card that will help the player throughout the game. After each player has a character the remaining character cards can be put aside for the remainder of the game.

In a Competitive game the Gunner, Navigator, Sailor, and Surgeon are not used.

2) The Item and Treasure card decks have already been shuffled but feel free to reshuffle each of them. Decide on where the discard pile should go.

3) BOARD SETUP

Find and roll the ten-sided die (A.K.A. d10). Starting from the top left square on the top deck, moving clockwise, count the squares until you reach the number rolled on the d10 (Ref #1). Place the BREACH token on this square.

Repeat the process on each deck, including the top deck, for the STAIRS DOWN tokens. (The 4th deck will not get a stairs down token)

On the 2nd, 3rd, and 4th decks, place a STAIRS UP token on the square that corresponds with the stairs down token from the above deck (Ref #2). Now all the decks are connected and the players can move between them using the stairs.

4) Choose your desired difficulty level – Novice, Normal, Hard, or Madness – and place the difficulty token over the appropriate water level (Ref #3).

5) The Treasure Chest markers on the plate next to the treasure scroll (Ref #4), will be used later to mark where the treasure chests are once you've found their locations.

6) There are four sets of obstacle cubes on the compass (Ref #5) Black (Cannon), Gray (Cargo), Red (Fire), Yellow (Rats). These will be used to represent the obstacle cards discovered during the game.

7) Choose a pawn. Your starting position will depend on your character.

The **Captain, First Mate, & Navigator** begin on the first level. The **Gunner, Master of Arms, & Petty Officer** begin on the second level. The **Powder Monkey, Rigger, and Sailor** begin on the third level. The **Cook, Shipwright, and Surgeon** begin on the fourth level, except when playing on Madness difficulty. In that situation the Cook begins on the second level, the Shipwright on the third, and the Surgeon on the first.

Roll the d10, count the number of squares rolled (like you did for placing the stairs) and place your pawn on the result. This is your starting position for the game.

8) If you haven't already done so, choose whether you are playing a Co-Operative or Competitive game.

Co-Operative Play – Your setup is complete, proceed to "Starting the Game".

Competitive Play – Deal each player one random item card. (Axe, Barrage, Barrel, Bilge Pump, Cheese, Flintlock, Lantern, or Water Bucket) Reshuffle item deck.

Shuffle the Treasure Card deck and reveal the top card. This is the missing treasure the king desires above all others that the players must find. Place card back in the deck and reshuffle.

Your setup is complete, proceed to "Starting the Game".

STARTING THE GAME

Co-Operative

If someone is playing the Captain, they go first. Otherwise, the person whose next birthday is closest goes first. Play proceeds in a clockwise direction.

Competitive

Everyone rolls the die, the player with the lowest roll goes first. Play proceeds in a clockwise direction.

On Your Turn

Each player performs up to three actions on their turn. These actions can be any combination of the following:

DISCARD A TREASURE (Competitive or Solo Game)

If a player needs to discard a treasure card, perhaps they are near their hand limit, they may discard a treasure card only at the BREACH square.

GIVE-A-CARD

You can give another player who is sharing your square a card from your hand. Players can hold a maximum of five cards in their hand, this includes recovered treasures, unless your character card states otherwise. *See "The Five Card Hand Limit" for more details.*

MOVE

Move your pawn up to two squares. Squares or stairwells that contain an obstacle cannot be entered unless your character card states otherwise.

OPEN A CHEST

Each chest is identified by a gem type. In a co-operative game a player must discard three key cards of the same gem type from your hand to open a discovered treasure chest. In a competitive game a player must discard two key cards. **See [Opening a Treasure Chest](#) for more details.*

PLAY A CARD

Play one item card from your hand. Discard card after use.

RETRIEVE A TREASURE

Retrieve a treasure from an opened treasure chest. Draw a card from the Treasure deck to see what you've found and add it to your hand. **Retrieved treasures count toward the maximum number of cards you can hold in your hand.**

SEARCH

Once per turn, you can search the square your pawn is currently on. Draw a card from the Item deck. Squares that contain an obstacle cannot be searched again until the obstacle is cleared.

COMPETITIVE GAMES DYING & BECOMING A GHOST

When a player dies in a competitive game, their game isn't over yet. Oh no, the restless soul of the fallen wants revenge and the afterlife can be a lonely place. As a ghost you can choose to help your former comrades or ensure no one leaves the ship alive. When playing as a ghost, the following rules apply.

MOVE

You may only move through squares containing obstacles. If you are not on a square containing an obstacle you must move toward the closest one. Ghosts are also unaffected by flooded decks.

PUSH

You may move an obstacle, already on the board, one square in any direction your character can move*. You must be on the same square as the obstacle to do this. You can move obstacles up or down stairs, but this costs two actions.

SEARCH

You may continue to search, under the following conditions.

- 1 - Drawn items are discarded to the discard pile
- 2 - Drawn obstacles may be placed on an adjoining square* or stacked on your current square. Only a ghost can stack obstacles. Also, if a player clears one obstacle in a stacked square, all obstacles are cleared.
- 3 - Breach cards take effect as normal.

** Square cannot be occupied by a living player*

Ending Your Turn

Once a player has finished their actions, their turn is over and play advances to the next player.

Ending The Round

Once all players have taken their turn, the round is over.

THE FIVE CARD HAND LIMIT

At the end of a player's turn they can only have a maximum of five cards in their hand (The First Mate is the exception to this rule). A player can have more cards up to and during their turn, but must play, giveaway, or discard down to five before the next player begins their turn.

ITEM CARDS

Each item card has two functions, a primary for cooperative play and an additional function when playing a competitive game.



AXE (Qty:4)

Primary Use: To clear Cargo obstacles. Player must be on the same deck as the Cargo obstacle to use.

Competitive: Used to steal a card from another player on the same square as you.



BARRAGE (Qty:2)

Primary Use: Allows a player to use a cannon obstacle to clear another obstacle off the same deck. Player must be on the same deck as the cannon to fire it.

Competitive: Used to steal a card from another player on the same deck as you.



BARREL(Qty:2)

Primary Use: Allows player to use an action on their turn to return to the BREACH token instead of drowning when trapped on a flooded deck.

Competitive: No additional use.



BILGE PUMP(Qty:4)

Primary Use: Lowers the flood level token. Move flood token down to next fully flooded deck icon.

Competitive: No additional use.



BLOCK & TACKLE (Qty:4)

Primary Use: Used to clear a Cannon obstacle from the board. Player must be on the same deck as the Cannon obstacle to use.

Competitive: Used to move an obstacle from one square to another. Moved obstacle must be on the same deck as the player.



CHEESE (Qty:2)

Primary Use: Used to clear a Rat obstacle. Player must be on the same deck as the rat obstacle to use.

Competitive: No additional use.

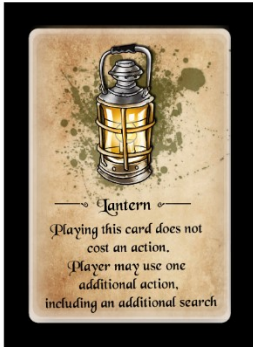


FLINTLOCK (Qty:2)

Primary Use: Used to clear a Rat obstacle. Player must be on the same deck as the rat obstacle to use.

Competitive: Used to steal a card from another player within two movements of you.

Item Cards - continued



LANTERN (Qty:3)
 Primary Use: Allows player to perform one additional action, including a search. Playing this card does not cost an action.

Competitive: No additional use.

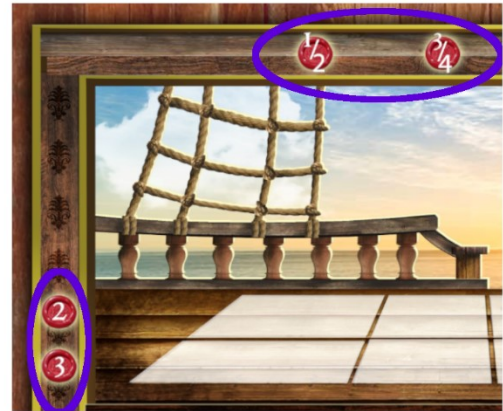


WATER BUCKET (Qty:4)
 Primary Use: Used to clear Fire obstacles. Player must be on the same deck as the fire obstacle to use.

Competitive: No additional use.

Using the Treasure Locator cards

Looking at the board, you will see red indicator marks along the top and left side of the playfield - these are the treasure chest location markers.



When a treasure locator card is discovered roll the d10 and place the card under the corresponding marker location. For the horizontal card, if the result is a 1 or 0, place the locator card under the marker that corresponds to your pawn's position. When both markers are found the point where they intersect is where the missing treasure chest is located.

TREASURE LOCATOR CARDS

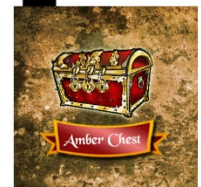
The king has left notes behind as to where his treasures are hidden in the form of locator cards. There are two types of treasure locator cards for each treasure chest (Horizontal and Vertical) and both must be found to reveal the location of a missing treasure. These cards are found as you move through the ship and search empty squares.



(Locator cards for the Amber treasure chest)



Place the closed treasure chest icon on the square where the locator cards intersect to mark the chest's location.



OPENING A TREASURE CHEST

Once a treasure chest has been located, it takes matching gemstone keys to open it (two in Competitive Game, three in a Co-Operative Game). For example, if the ruby treasure chest is discovered, you will need use ruby keys to open it. Only the Cook character is an exception to this rule. The Cook can use any gem key combinations to open a treasure chest. After opening a chest, flip the chest marker from closed to open.



THE KEY CARDS (Qty:5/each)



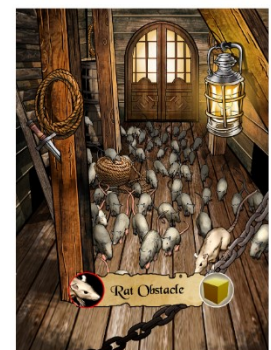
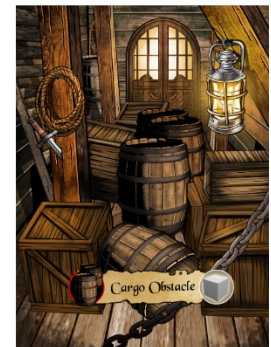
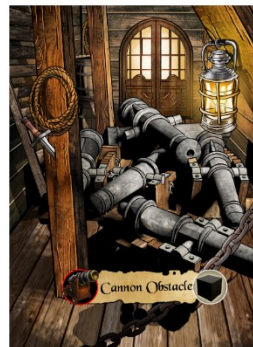
OBSTACLES

When searching squares, players will eventually draw an obstacle card. There are four obstacles in the game: Cannon, Cargo, Fire, and Rats. If an obstacle is drawn, place the corresponding obstacle token on the square your pawn occupies. Any pawn on the same square must move when they have an action available to use.

Things to keep in mind concerning obstacles:

- 1 - Unless the character card states otherwise, squares with obstacles cannot be passed through.
- 2 - If an obstacle is discovered on the same square as a stair token, the stairs can no longer be used until the obstacle is cleared.
- 3a - (Co-Operative Game) If a player is surrounded by obstacles and cannot move; the player cannot search the square they are on and must wait to be rescued by fellow players.
- 3b - (Competitive Game) If a player is surrounded by obstacles and cannot move; the player can search the square they are on. If an obstacle is drawn and the player doesn't have cards and actions to clear it they are crushed and become a ghost (this also applies to the Powder Monkey character).
- 4 - (Competitive Game) If a player is killed while holding a treasure, the treasure remains in the square where the character died - even if the deck floods.
- 5 - **If all players are trapped by obstacles the game is over.**
- 6 - **If an obstacle card is drawn and there are no tokens available, the game is over.**

(Qty:7/each)



CLEARING OBSTACLES FROM STAIRS WHEN ON A DIFFERENT DECK

In the event a character gets trapped on a deck because there is an obstacle on the stairs of a different deck, they will need to spend two actions to clear the obstacle.

ACTION #1 -

The character moves up (or down) on the stairs and enters the blocked stair square. *This is the only time that a player may enter a square containing an obstacle.*

ACTION #2 -

The character uses an item card to clear the obstacle.

If the character cannot carry out both actions on their turn, they may not clear the obstacle. Both actions must be performed during the player's turn.

OBSTACLES, THE SHIPWRIGHT, & FLOODED DECKS

After a deck floods (see *The Breach Card & The Sinking Ship*) the Shipwright can explore the topmost flooded deck without drowning. When searching, if an obstacle is drawn, that obstacle is played as it normally would be. (Consider it floating on top of the water)

THE BREACH CARD & THE SINKING SHIP



BREACH (Qty:10)

At some point during the searching process, a player will come across the Breach card. When this happens, the ship has fallen under the waves a little more and the following events occur.

First, move the water level token up one level on the difficulty scale. If the token reaches the skull and crossbones, the ship has sunk and the game is over.

If the water level token is on a partially flooded deck icon (see icon picture below), play continues as normal, with the following exception:

1) Players can only move one square instead of two when using an action to move.

If the token is on a fully flooded deck icon (see icon picture below), then the following occurs:

1) Clear all obstacles from the deck, except cannons, and return them to the compass to be used again.

2) If a player is on a deck when it floods and cannot escape, they drown. If you are playing a cooperative game (without the Surgeon) the game is over. If you are playing a competitive game - the player becomes a ghost and the game continues.

3) If the drowned player is carrying a treasure it remains on the square where they drowned (use an open treasure chest token to show this). Any other cards they are carrying are kept.



Partially Flooded Deck Icon



Fully Flooded Deck Icon



RECOVERING THE LAST TREASURE & THE SINKING SHIP

In a Co-Operative game, once a player recovers the last treasure, the danger of the ship sinking isn't over. Players will now have to race to the exit point before the ship slips beneath the waves for good. When a player retrieves the last treasure from a treasure chest, that player also takes possession of a Breach card. Play continues as normal until the player holding the Breach card takes their turn again. Every time the Breach card holder completes their turn (whether using actions or not) the effects of the Breach card occur before the next player takes their turn.

WINNING OR LOSING THE GAME

WINNING - CO-OPERATIVE

In order to win the game, the following objectives must be achieved:

- 1 - All of the missing treasures have been recovered.
- 2 - All players safely return to the BREACH token square on the top deck. Once the last player reaches the BREACH square the group safely escapes the sinking ship on a rescue longboat.

WINNING - COMPETITIVE

In order to win the game, the following objectives must be achieved:

- 1 - The one treasure the king wants above all others has been recovered.
- 2 - The player in possession of that treasure safely returns to the BREACH square on the top deck where they escape on a rescue longboat, leaving the rest of the players to sink with the ship.

LOSING THE GAME

The game is lost if:

- 1 - The ship sinks before the treasures are recovered and the players return to the BREACH square.
- 2 - A character is unable to escape a flooded deck and is lost at sea. (Co-Operative)
- 3 - All players are surrounded by obstacles and cannot move.
- 4 - An obstacle card is drawn and there are no more tokens available to place on the board.
- 5 - All players become ghosts. (Competitive)

SINGLE PLAYER VARIANT

If you'd like to play a single player game of Breach - you can!

Setup is the same as a co-operative game with the following variations to game play.

- 1) Treasures can be dropped off to the king at the BREACH square as needed.
- 2) It takes only two keys to open chests instead of the usual three.

THE CREW



CAPTAIN

Starting Level - First

Playing item cards does not cost an action



MASTER OF ARMS

Starting Level - Second

May use an action to discard two cards in your hand and choose one replacement from the discard pile



COOK

Starting Level - Fourth (Madness Difficulty - Second Level)

May use any gem key combination to open treasure chests



NAVIGATOR

Starting Level - First

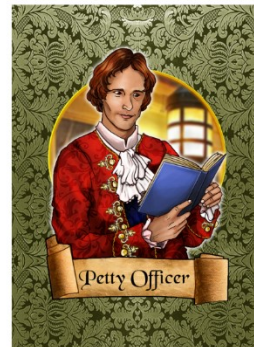
Other pawns that share your square may move with you when you move



FIRST MATE

Starting Level - First

May carry six item cards instead of the usual five



PETTY OFFICER

Starting Level - Second

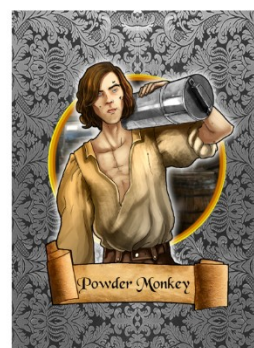
May search twice during your turn



GUNNER

Starting Level - Second

Giving cards to other players sharing your square does not cost an action



POWDER MONKEY

Starting Level - Third

Can move through squares with obstacles but must end your move on an empty square

THE CREW - continued



RIGGER

Starting Level - Third

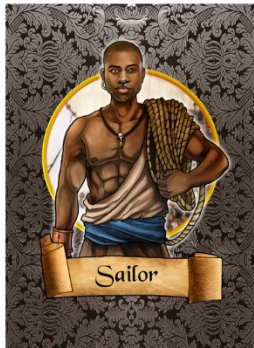
May move diagonally



SHIPWRIGHT

Starting Level - Fourth
(Madness Difficulty -
Third Level)

Can move through the
topmost flooded, or
partially flooded, deck
unharmd and at full
movement speed



SAILOR

Starting Level - Third

May give your actions
to one or more other
players. These extra
actions must be taken
during your turn



SURGEON

Starting Level - Fourth
(Madness Difficulty -
First Level)

May use an action to
bring a player who has
died back to life.
Placed revived player's
pawn on the BREACH
square

"HOUSE RULES"

We encourage players to come up with variations of play to get the most fun out of the game that they can. Stop by fleshwoundgaming.com and check out some of our own ideas.

CREDITS

Game Concept: Flesh Wound Gaming
Artwork: Filipe Sabino
<http://filipecsabino.wix.com/art>

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For more information check out our web sites at:

www.fleshwoundgaming.com

