

Breach 2

The Aldermoor Actions

Version 1.2.1 · Tronsoft Games

An original browser wargame in the shape of Omnitrend's Breach 2 (1990), published by Impressions. It is not a QQP title and contains no code, art or text from the original.

THE TASKING AND THE PARTY

You take a boarding party of 4 to 6 troopers onto somebody else's hull, or down onto a shelf with no air on it, do a named job, and bring everybody back to the airlock you came in by — the cell you boarded at and everything within 2 of it. One of them is the squad leader. Within 4 cells of him a trooper draws 2 extra points and steadies faster, so he is worth bringing forward and worth protecting.

The action ends when you withdraw, when nobody is left standing, or when the clock runs out. The clock you are shown is the only clock there is.

Tasking	Ground	Party	Pace	Limit	Par
Sable Anchorage	One deck	4	29	44	55
Ashfield Masts	Surface	5	36	54	26
The Vault at Corrin	Two decks	5	40	81	3
Halvern Deep	Surface	5	49	59	1
Aldermoor's Own	Two decks	6	44	65	22

Pace, limit and par are measured from a competent run rather than chosen. Par carries sampling noise: the two seed families used to fit it disagreed by up to 19 points.

ACTION POINTS

Everything a trooper does costs points, and when they are gone he is done for the turn. His allowance is 6 plus 0.6 for each point of agility, so an agile trooper gets several more steps than a heavy one. A hardsuit takes 1 point off it. Carrying a casualty adds 2 points to every step.

Action	Points
Step, straight	2
Step, diagonal	3
Turn one point	1
Work a door	2
Use a kit	2
Take up a casualty	3
Snap shot	4
Throw a grenade	5
Set a charge	6
Treat a wound	6
Aimed shot	7
Burst	8
Stand watch (reserve)	4

Anything you do not spend is lost, except the 4 points you can put into standing watch — a trooper on watch fires once, on his own, at the first hostile that moves across his front.

MOVING, FACING AND WHAT HE CAN SEE

The deck is a square grid and a trooper may step diagonally. He cannot cut a corner through a bulkhead and he cannot go through a doorway on the diagonal — a threshold is entered square. Stepping onto a shut door opens it as he goes, at the cost of working it.

A trooper faces one of eight points and sees 12 cells within 45 degrees either side of his facing, plus everything at arm's length. What one man sees the party knows. A contact you can no longer see stays on the plan as a mark that ages, and after 4 turns it is worth nothing.

The station listens. Shots, charges and vents are loud, and the machine that runs it sweeps toward what it heard in the last 4 turns.

FIRE

Three ways to shoot: a snap shot for 4 points, an aimed shot for 7, and a burst for 8 which throws several rounds at falling accuracy. Chance falls with range past the weapon's best distance, rises with the trooper's marksmanship, and falls with whatever the shot has to pass through. A hostile who has not seen you is worth 1.25 times the usual chance. No shot is ever surer than 95 in a hundred or worse than 3.

Weapon	Snap	Aimed	Burst	Rounds	Damage	Best at	Reach	Cuts armour
Sidearm	0.58	0.70	—	—	2-5	3	6	0
Slug rifle	0.52	0.74	0.36	3	3-7	5	11	0
Pulse carbine	0.57	0.72	0.42	4	2-6	4	9	0
Scattergun	0.68	0.78	—	—	4-9	2	5	0
Lance laser	0.44	0.80	—	—	5-10	8	14	3

Armour stops damage, it does not stop bullets: each point of armour the round cannot cut takes 2 off the hurt. Cover is read off the last thing the shot passes through before the target.

Armour	Stops	Air	Costs
Fatigues	0	none	—
Flak vest	1	none	—
Vacuum suit	1	40	—
Hardsuit	2	52	1 point off the allowance

Hostile	Body	Armour	Arm	Points	Sealed
Station hand	6	0	Sidearm	6	no
Guard	10	1	Slug rifle	7	yes
Heavy	15	2	Pulse carbine	8	yes
Cutting drone	8	1	Cutting arm	10	yes
Sentry gun	12	2	Turret gun	5	yes

Every attack is reported. Before you pay for a shot the cursor quotes the odds, the range, what the round has to pass through and how much hurt to expect against what the target has left. Afterwards the same figures are printed back to you round by round, with what his armour stopped and what he has standing — and the shot is drawn on the plan, solid where a round told and dashed where it did not. A standing watch steadies fire made FROM that watch by a further 10 in a hundred; a deliberate shot spends the watch and cannot claim it.

AIR, PRESSURE AND VENTING

Every compartment either holds air or does not. In vacuum a sealed suit spends 1 of air a turn; a holed one spends 3. A vacuum suit carries 40, a hardsuit 52, and an air pack puts 18 back. At zero the trooper goes

down.

The hull can be opened. A charge on a hull plate vents whatever it touches, and the vent runs on through any door that is standing open — which is exactly why you shut the door behind you. Anything in a vented compartment that is not sealed dies, including anyone you came to fetch.

DOORS, LOCKS AND CHARGES

Pressure doors are the seams of the ship. Working one costs 2 points. Some are locked; a trooper picks a lock on his technical rating, and a lock cutter is worth a great deal more than his fingers. A charge will also open one.

A charge costs 6 points to set and fires at the head of the next turn, so you set it and you get clear. A grenade costs 5 and lands where it is thrown rather more often the better the thrower's demolition rating.

THE ORBIT LINK — ALDERMOOR

This is the game. The frigate that put you here is fighting her own action overhead, and everything you can ask of her is paid for out of link credit that she can only earn while she is holding her lane. She starts with 4 and can hold 10.

Lane	Credit a turn
Close aboard	2
Standing off	1
Driven off	0
Link broken	0

She drifts. The harder the tasking presses her the faster she goes out, and a loud action on the deck presses her too — the station's alarm is on her plot as much as yours. Once she is off the plot nothing more comes down and you walk home.

Request	Credit	Needs at worst
Sensor sweep	2	Driven off
Lance strike	4	Standing off
Medevac lift	3	Standing off
Resupply drop	3	Driven off
Hold station	2	Driven off

A lance strike only reaches a cell with sky over it, so it is a surface weapon and a weapon for a compartment you have already opened. A medevac takes a casualty who is lying on the extraction point and turns a dead trooper into a wounded one.

THE CAMPAIGN AND THE DEPOT

An action on its own is a single tasking with a party the quartermaster kits out. A campaign is all 5 of them in order, with one roster of 6 that carries between them.

What a trooper learns he keeps. What he spends is gone. Wounds heal between taskings; the dead do not come back, and a replacement arrives with an empty jacket — which is the real cost of losing a man, not the 18 points. A trooper lifted off by Aldermoor lives, and spends the next tasking in the infirmary.

Each tasking pays into the purse against the account it came home with, and the depot sells arms, armour and kit between them. A trooper carries at most 4 pieces of kit, and the depot buys back at half. The squad leader always goes; if he does not come home the campaign is over.

Line	Cost
Sidearm – 2-5 hurt, reach 6	0
Slug rifle – 3-7 hurt, reach 11, 3 to a burst	0
Pulse carbine – 2-6 hurt, reach 9, 4 to a burst	22
Scattergun – 4-9 hurt, reach 5	18
Lance laser – 5-10 hurt, reach 14, cuts 3 of armour	40
Fatigues – stops 0, no air	0
Flak vest – stops 1, no air	16
Vacuum suit – stops 1, carries 40 of air	24
Hardsuit – stops 2, carries 52 of air, 1 point off the allowance	46
Grenade – carried, and spent when used	8
Breach charge – carried, and spent when used	12
Medical kit – carried, and spent when used	10
Air pack – carried, and spent when used	9
Lock cutter – carried, and spent when used	14

SKILLS, CASUALTIES AND THE ACCOUNT

A trooper who does the work learns it. Every successful shot, lock, treatment, lift and charge gives about a 34 in a hundred chance of a point of the skill it used, up to 10.

Skill	Governs
Marksmanship	shooting
Agility	the action allowance
Strength	carrying and close work
Technical	doors, locks and terminals
Medical	treating a wound
Demolition	charges and grenades

A trooper at zero body is down , not dead. He can be treated where he lies, carried out on somebody's back, or lifted off by Aldermoor. Left on the deck he will die of it.

The account: each objective is worth what the tasking says, a trooper who walks out is worth 6 and the leader another 8, a trooper left behind costs 18, a wounded one 4, every turn past the pace costs 2, and link credit you never spent is worth 1 apiece.

THE TASKINGS

Sable Anchorage

A tender went silent at the anchorage four days ago. Board her, take the navigation core off her bridge, and be out before whatever answered her distress call answers yours.

Party 4 · pace 29 · limit 44 · par 55 (±18) · The gentle one. Half the tender still holds air.

Ashfield Masts

Two relay masts on an airless shelf feed the enemy plot. Put them down, then walk back to the lander. There is no air out here at all: watch the gauges more closely than the plan.

Party 5 · pace 36 · limit 54 · par 26 (±17) · Open sky throughout, so the lance can reach anything you can see.

The Vault at Corrin

Two of ours are held on the lower deck of the Corrin transfer vault. They will not be where the tasking says they are — they move. Find them, bring them up, take them home.

Party 5 · pace 40 · limit 81 · par 3 (±18) · Pressurised throughout, so a vent is a weapon here – and a mistake here kills the people you came for.

Halvern Deep

Take the landing shelf above Halvern and hold the pad until the lander can come down for you. Aldermoor is under pressure the whole while; do not plan on her.

Party 5 · pace 49 · limit 59 · par 1 (± 14) · The hard one. Holding ground is not what a boarding party is for.

Aldermoor's Own

The ship that has been carrying you is being killed by this one. Cross to her, put a charge in her reactor gallery, and get clear. If the link dies while you are aboard, you finish it on foot.

Party 6 · pace 44 · limit 65 · par 22 (± 19) · The link is scarce by design. This is what the orbit board is for.