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.

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.

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 BREACH
RULES SUMMARY

TEAMWORK

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 themself to the same risks. Additionally, they will have to reduce the size of their stamina die.

Only one person may assist a roll.

PROTECT

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

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**.

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.

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.

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.

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.

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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.

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.**

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.

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.

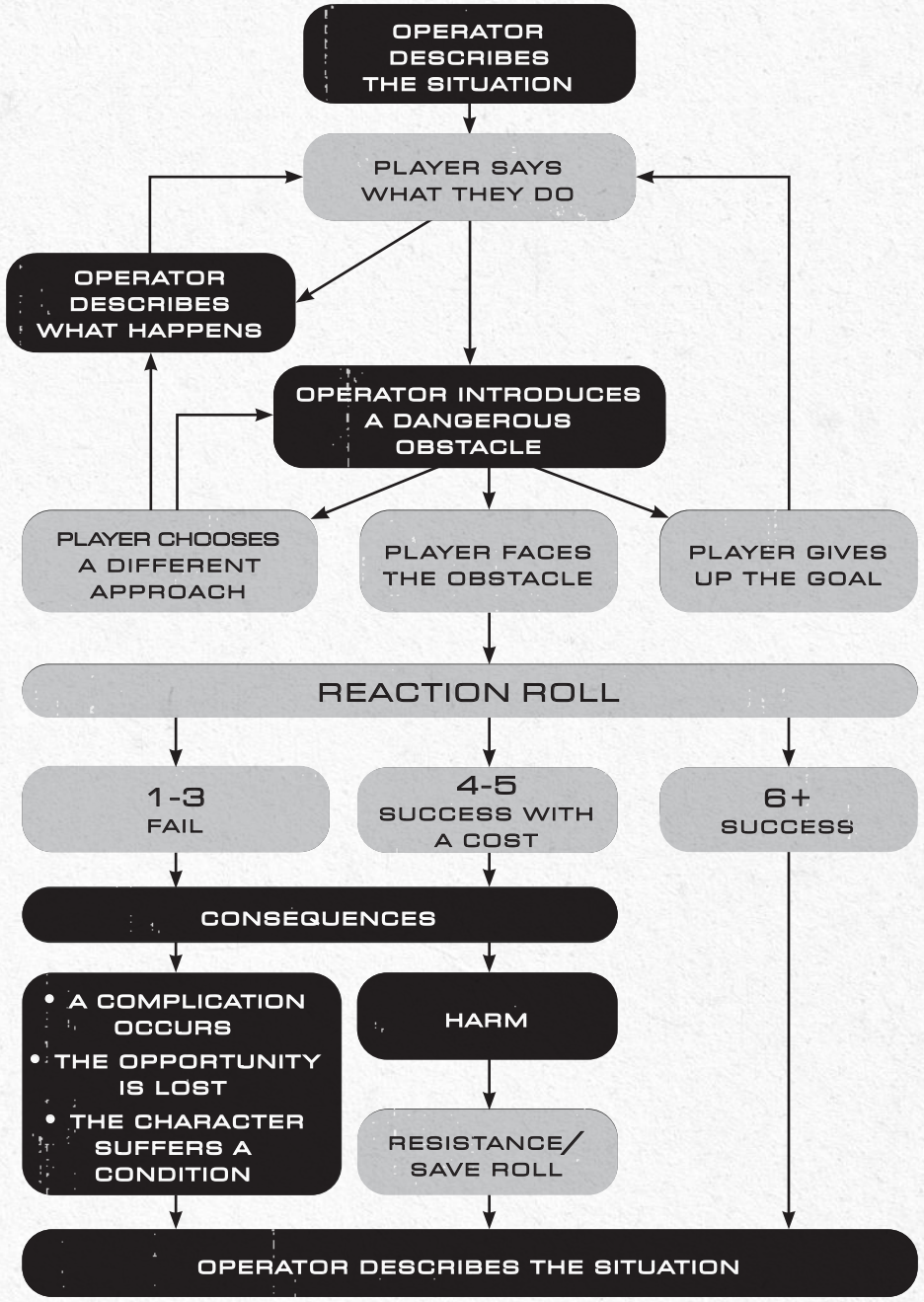
ROLL	FALLOUT
1	Instant death
2	Severed limb (*permanent*)
3	Broken limb (*temporary*, until end of mission)
4	Bleeding (*temporary damage over time*, d8)
5	Bleeding (*temporary damage over time*, d6)
6	Blinded (*temporary*, d10)
7	Deafened (*temporary*, d10)
8	Confused (*temporary*, d8)
9	Fatigued (*temporary*,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

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

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.

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