


Forsaken Chieftain

Guiding the survival of their people, Chieftains utilise the element of surprise to best their foes.



8 pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Forsaken Chieftain	7	4	3	2	2	2	3*	Infantry (Human, Character, Forsaken)






UNIT SIZE: 1 Forsaken Chieftain.
EQUIPMENT: GRENADE HARNESS, SLUG RIFLE.
ABILITIES: BOOBY TRAPS (1), COMMAND (2), MOB MENTALITY, SHADOW MASTER.

UNIT OPTIONS

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- May replace **SLUG RIFLE** with **BEAM BLASTGUN**: +1 pt.
- May replace **SLUG RIFLE** with any 2:
 - BEAM PISTOL**: +0 pts each.
 - CHEM PISTOL**: +0 pts each.
 - POISONED BLADE**: -1 pt each.
 - SLUG PISTOL**: +0 pts each.
 - TROPHY MELEE WEAPON**: +1 pt.
- May be equipped with **CUSTOMIZED WEAPONS**: +2 pts.
- May be equipped with **EXTENSIVE CYBERNETICS**: +2 pts.
- May be equipped with **XENO SPOTTER**: +1 pt.

ADDITIONAL UNITS

1-4
0-2
0-2
0-2

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Revolutionary Captain

Ex-military officers gone rogue, Revolutionary Captains specialize in hit-and-run guerrilla tactics.



9 pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Revolutionary Captain	7	4	4	2	2	2	3*	Infantry (Human, Character, SARA)

UNIT SIZE: 1 Revolutionary Captain.
EQUIPMENT: GRENADE HARNESS, SARA OFFICER'S PISTOL.
ABILITIES: COMMAND (2), GUERRILLA, GUERRILLA CAPTAIN, MOB MENTALITY, SARA DISCIPLINE.

UNIT OPTIONS

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- May be equipped with up to 1:
 - BEAM BLASTGUN**: +3 pts.
 - BEAM PISTOL**: +2 pts.
 - CHEM PISTOL**: +2 pts.
 - POISONED BLADE**: +2 pts.
 - SLUG PISTOL**: +1 pt.
 - SLUG RIFLE**: +2 pts.
 - TROPHY MELEE WEAPON**: +3 pts.

ADDITIONAL UNITS







1-4
0-2
0-2
0-2

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Sig Jammer

Disruption of enemy communications and weapons is the game and Sig Jammers play it very well.



6 pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Sig Jammer	7	3	1	2	2	2	2	Infantry (Human, Solo)

UNIT SIZE: 1 Sig Jammer.
EQUIPMENT: GRENADE HARNESS, TARGETING SCRAMBLER, TECH DISRUPTOR.
ABILITIES: None.

UNIT OPTIONS

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Multi-Unit Selection: Up to 2 separate Sig Jammer units may be taken as a single selection.

ADDITIONAL UNITS







1-4
0-2
0-2
0-2

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Broken Rabble

Scum, rejects, forsaken. Cast out by the Maelstrom, the Broken band together to fight and survive.



5 pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Broken Rabble	7	4	2	2	2	1	2*	Infantry (Human)
Rabble Boss	7	4	2	2	2	1	2*	Infantry (Human, Squad Leader)

UNIT SIZE: 3 Broken Rabble, 1 Rabble Boss.
EQUIPMENT: SLUG RIFLE.
ABILITIES: MOB MENTALITY.

UNIT OPTIONS

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- May add up to 2 more Broken Rabble: +1 pt each.
- Without duplicating an option, up to 2 Broken Rabble may replace **SLUG RIFLE** with:
 - AUTO SLUGGER**: +1 pt each.
 - CHEM LAUNCHER**: +1 pt each.
 - EMP HARPOON**: +1 pt each.
 - GLUE CARBINE**: +0 pts each.
 - GLUE RIFLE**: +1 pt each.
 - LONGBEAM RIFLE**: +1 pt each.
- Rabble Boss may replace **SLUG RIFLE** with any 2:
 - BEAM PISTOL**: +0 pts each.
 - CHEM PISTOL**: +0 pts each.
 - GRENADE HARNESS**: +0 pts.
 - SLUG PISTOL**: +0 pts each.

ADDITIONAL UNITS









1-4
0-2
0-2
0-2

testing



Gnolti

Gnolti are slow to anger, but once roused their rage is hard to quench.



10 pts


Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Gnolti	4	1	3	5/3	3	4	3	Behemoth (Xeno)

UNIT SIZE: 1 Gnolti.
EQUIPMENT: 2x **MASSIVE FISTS**.
ABILITIES: **BLOODTHIRSTY**, **FIRE MAGNET**, **REGENERATION**.

UNIT OPTIONS


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Multi-Unit Selection: Up to 2 separate Gnolti units may be taken as a single selection.



Pa'ku Artillery

No scruples and a mighty big cannon make Pa'ku a fearsome adversary on the battlefield.



12 pts


Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Pa'ku	4	1	2	3/2	3	3	3	Behemoth (Xeno)

UNIT SIZE: 1 Pa'ku.
EQUIPMENT: **QUAD EMP MORTAR**.
ABILITIES: **COORDINATED BARRAGE (+2)**.

UNIT OPTIONS


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Multi-Unit Selection: Up to 2 separate Pa'ku Artillery units may be taken as a single selection.



Rabble Fire Support

It takes a slightly unhinged fanatic to wield the more experimental weapons in the Broken arsenal.



5 pts


Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Broken Rabble	7	4	2	2	2	1	2*	Infantry (Human)
Rabble Boss	7	4	2	2	2	1	2*	Infantry (Human, Squad Leader)

UNIT SIZE: 3 Broken Rabble, 1 Rabble Boss.
EQUIPMENT: **SLUG RIFLE**.
ABILITIES: **MOB MENTALITY**.

UNIT OPTIONS


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- May add up to 2 more Broken Rabble; +1 pt each.
- Up to 3 Broken Rabble may replace **SLUG RIFLE** with:
 - AUTO SLUGGER**: +1 pt each.
 - CHEM LAUNCHER**: +1 pt each.
 - EMP HARPOON**: +1 pt each.
 - GLUE RIFLE**: +1 pt each.
 - LONGBEAM RIFLE**: +2 pts each.
- Rabble Boss may replace **SLUG RIFLE** with any 2:
 - BEAM PISTOL**: +0 pts each.
 - CHEM PISTOL**: +0 pts each.
 - GRENADE HARNESS**: +0 pts.
 - SLUG PISTOL**: +0 pts each.



Broken Sniper

A specialty bullet for every occasion and a penchant to disappear without a trace.



7 pts


Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Broken Sniper	7	4	3 (4)	2	2	2	3	Infantry (Human, Solo)

UNIT SIZE: 1 Broken Sniper.
EQUIPMENT: **CAMO CLOAK**, **CUSTOM SNIPER RIFLE**.
ABILITIES: **GUERRILLA**, **MARKSMAN (+1)**, **SCOUT**, **SHADOW STALKER**.

UNIT OPTIONS


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Multi-Unit Selection: Up to 2 separate Broken Sniper units may be taken as a single selection.



Rabble Assault

Only the truly desperate assault fortified positions. But a desperate fighter can be a terrifying enemy.



8 pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Broken Rabble	7	4	2	2	2	1	2*	Infantry (Human)
Rabble Boss	7	4	2	2	2	1	2*	Infantry (Human, Squad Leader)


UNIT SIZE: 3 Broken Rabble, 1 Rabble Boss.
EQUIPMENT: BEAM BLASTGUN.
ABILITIES: MOB MENTALITY.

UNIT OPTIONS

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- May add up to 2 more Broken Rabble: +2 pts each.
- For -1 pts, any model may replace **BEAM BLASTGUN** with any 2:
 - **BEAM PISTOL**.
 - **CHEM PISTOL**.
 - **GRENADE HARNESS**.
 - **SLUG PISTOL**.
- Up to 3 Broken Rabble may replace **BEAM BLASTGUN** with:
 - **CHEM LAUNCHER**: +0 pts each.
 - **EMP HARPOON**: +0 pts each.
 - **GLUE CARBINE**: +0 pts each.
 - **GLUE RIFLE**: +0 pts each.
 - **MASSIVE TORCH**: +1 pt each.
 - **TORCH**: +0 pts each.

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Hakoyu Grand Master

Trained in traditional hand-to-hand combat techniques, Hakoyu Grand Masters are valued additions to Broken assault units.



X pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Hakoyu Grand Master	7	6	6	3	2	2	4	Infantry (Xeno)

EQUIPMENT: 2x HAKOYU PHASE WEAPONS.
ABILITIES: BLOODTHIRSTY, DEFLECT (2).


UNIT OPTIONS

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Add-on: May add up to 2 Hakoyu Grand Master to the following units, without exceeding their normal maximum size:


- Rabble Assault: +4 pts

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Marsayan Hypnotist

Marsayan hypnotists look harmless, right until they get into your mind.



X pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Marsayan Hypnotist	7	4	2	2	2	1	2*	Infantry (Xeno)

EQUIPMENT: None.
ABILITIES: HYPNOTIST, MOB MENTALITY.

UNIT OPTIONS

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Add-on: May add up to 1 Marsayan Hypnotists to the following units, without exceeding their normal maximum size:

- Broken Rabble: +1 pt
- Rabble Fire Support: +1 pt
- Rabble Assault: +2 pts

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