

MAELSTROM'S EDGE

BROKEN ABILITY & EQUIPMENT SUMMARY

AoE: SB (small blast), LB (large blast) or SPR (spray) template. Number of models under template is the number of bonus shots the weapon fires, but cannot cover friendly models. LB & SB must have their hole entirely over the base of a model in the primary target, unless an **IND FIRE** attack. SPR has the **SHORT RANGED** & **IGNORE COVER** abilities, must touch the firing model's base, and be entirely within its front arc.

BEAM: If damage is caused on a model beyond what is required to remove it as a casualty, immediately inflict an additional DAM1 penetration on that unit.

BLOODTHIRSTY: This unit can elect to perform a Charge action instead of a compulsory Dig-in or Shaken action, but it must charge the enemy unit it can reach by the shortest route.

BOOBY TRAPS (X): During its main action, this model may expend one of its allocated command points to trigger a booby trap, up to (X) times per turn. When a booby trap is triggered, select an enemy unit which is both taking cover and visible to the model triggering it. That unit gains D3+1 STs. A single enemy unit cannot be affected by more than one booby trap per turn.

BURST (X): When (X+) is rolled to successfully hit, 2 hits are inflicted instead of 1. Has no effect on wild fire.

CAMO CLOAK: When taking cover, add +1 to this unit's cover value.

CAPTURE: Roll to penetrate against the defending unit's MAS characteristic (instead of its AV characteristic). Capture attacks made against large models reduce their DAM to 1. Weapons with the **CAPTURE** ability have an asterisk listed with their PEN characteristic as a reminder of this ability.

COMMAND (X): Generates (X) command points a turn. These can be allocated to command models, not exceeding their WP. Command models can then issue an order to a unit within 18" when that unit is activated, removing STs from the unit equal to the command points expended. A model cannot issue more orders per turn than its command value.

COORDINATED BARRAGE (+X): This unit gains (+X) SHO to its Ind Fire weapons, provided it is within 6" of a friendly unit that also has the **COORDINATED BARRAGE** ability and it is also shooting at the same primary target as the friendly unit did during the same turn.

CQ EXPLOSIVE: Can only be used during CQ fighting. A CQ explosive primary CQ weapon cannot benefit from a secondary CQ weapon, nor may a CQ explosive be utilized as a secondary CQ weapon.

CUSTOMIZED WEAPONS: All weapons this model is equipped with permanently gain +1 PEN, +1 DAM and the **UNSTABLE** ability (if they don't already have it). Grenades & CQ Explosives are excluded.

DEFLECT (X): (squad ability) A unit with this ability can ignore up to (X) melee hits inflicted upon it during a round of CQ fighting. Add +1 to a unit's **DEFLECT** ability value for each additional model in the unit that also has the **DEFLECT** ability. A unit that utilizes its **DEFLECT** ability to ignore one or more hits cannot also ignore hits via any other method, such as the **DODGE** or **FIELD** ability.

DEGRADATION (-X): This weapon's SHO characteristic is reduced by (-X) for each injury its bearer has suffered.

DISRUPTOR: This weapon does not cause hits or damage. When fired, as long as the shooting is not wild, choose one of the following options. *Low Power:* The target gains 1 additional ST. *Full Power:* The target gains 1+D3 additional STs, but the firing model's **FIELD** ability is reduced to 1 until it activates next turn. The full power option may not be chosen if the firing model's **FIELD** ability is currently reduced to 1 (or less).

DRAW UNIT (X"): For each successful hit, all non-large models in the unit may be moved up to (X) inches by the firing player, ending closer to the firing unit than they started and facing the firing unit. Has no effect at long range, nor on units unable to make a fixed move.

EMP (X+): Cannot be ignored by a **FIELD**. When (X+) is rolled to successfully penetrate, it gains +1 DAM against inorganic models.

EXTENSIVE CYBERNETICS: This model permanently improves its MAS characteristic by +1.

FIELD (X): Ignore (X) hits each round of shooting. Cannot be used the same round that cover or another ability ignores hits.

FIELD DISRUPT (X+): When (X+) is rolled to successfully hit, the target's **FIELD** ability may not be utilized the rest of the turn, even if this hit is later blocked. This ability has no effect when fired wildly.

FIRE MAGNET: (squad ability) A unit with the **FIRE MAGNET** ability shields friendly units within 3". A shielded unit cannot be selected as a primary target for a round of shooting, provided the fire magnet unit is both closer to the shooting unit and is also a valid target. Shooting that dictates a specific target (CQ fighting, defensive fire, hit & run, etc.) ignores this ability. A unit inside a building cannot shield friendly units, nor can large models be shielded by standard sized models.

FORSAKEN: A model with this designator cannot be included in a force that also contains a model with either the **SARA** or **JACKAL** designator.

GRENADE: Has the **SHORT RANGED** ability. Only 1 model per unit can use grenades per round. 1 model per unit may toss grenades while charging, placing D3 STs on the charge target before it fires defensively. The model tossing grenades halves the shots it fires with its primary CQ weapon in the subsequent round of CQ fighting.

GRENADE HARNESS: The model has cluster grenades, molotov bombs and overcharged powercells. A model may not have more than one grenade harness.

GUERRILLA: When performing an Advance & Fire action, this unit may choose to shoot first and then move. If this is a mobile unit, then when performing a Dash action it may also choose to shoot first and then move. A model firing a heavy weapon before moving via this ability suffers -1 SKL during that round of shooting instead of the standard wild fire penalty.

GUERRILLA CAPTAIN: Friendly units that activate within 18" of this model gain the **GUERRILLA** ability for the remainder of the turn.

HEAVY: Non-melee weapon: Cannot be fired while on the move. If a unit moves and shoots in the same action, these attacks are wild. Melee weapon: If a heavy melee weapon is a primary CQ weapon, then the model cannot use a secondary CQ weapon. A heavy melee weapon cannot be a secondary CQ weapon.

HYPNOTIST: This unit is always a fleeting target. In addition, all models in this unit have the **DODGE (3)** ability against short ranged shooting and CQ fighting.

IGNORE COVER: These hits cannot be ignored by cover.

LARGE MODELS ONLY: Primary target must be a large model unit.

MARKSMAN (+X): Add (+X) to the model's SKL when shooting, except during CQ fighting.

MELEE: Has the Ignore Cover ability and is a CQ weapon. If SHO is not listed, it is the model's EVS+MAS+FOR, halved. If PEN is not listed, it is the model's MAS.

MOB MENTALITY: This model's WP characteristic is equal to the total number of models in the unit that share this ability, unless that number is lower than the model's actual WP characteristic value. Models with the **MOB MENTALITY** ability have an asterisk listed with their WP characteristic value as a reminder of this ability.

PISTOL: CQ weapon. Has the **SHORT RANGED** ability. 2 pistols can be fired together as linked weapons, but not during CQ fighting.

POISON (X): When (X+) is rolled to successfully penetrate, the attack gains +1 DAM against organic models.

REGENERATION: (exclusive ability) This unit shakes-off an extra D3 STs when completing its main action not on the move. In addition, if the unit contains any multi-fortitude models, it can forgo removing some STs to heal an injury. To heal an injury, the unit must forgo removing a number of STs equal to the injured multi-wound model's MAS characteristic. So to heal an injury on a MAS 3 model, it would have to forgo removing 3 STs. A model cannot heal more than one injury per turn this way.

RELIC: Failed rolls to hit with this weapon may be re-rolled. Your force may not contain more than one relic weapon.

SARA DISCIPLINE: While within 18" of this model, friendly units increase their WP characteristic by +1, including this model's own unit.

SCOUT: This unit may deploy in no-man's land, but must be entirely in the owning player's table half. It may instead make a flanking maneuver when held in reserve.

SHADOW MASTER: For each model with this ability, one additional friendly unit can utilize the **SHADOW STRIKE** ability in each end phase (instead of just 1 unit) and during deployment, an additional friendly unit in reserve can be declared as arriving via Shadow Strike (instead of just 1 unit). In addition, a friendly unit within 18" of a model with this ability automatically passes its shadow strike discipline check, unless the unit is shell-shocked.

SHADOW STALKER: This unit may arrive and/or leave the table via the **SHADOW STRIKE** ability without counting against the normal limitation of how many units are allowed to arrive/leave via Shadow Strike each turn.

SHORT RANGED (+X): Add (X) shots at short range. If no value is listed, double the shots fired. Automatically misses at long range.

SLOWED (X+): When (X+) is rolled to successfully hit, the target's MV is reduced by -2 until the end of its next activation. This ability has no effect when fired wildly.

SUPPRESS (X): A unit hit by this weapon gains (X) additional STs. If noted as 'psych', then these are psych STs. Not cumulative, use the value that results in the most STs being placed.

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BROKEN ABILITY & EQUIPMENT SUMMARY (Continued)

TARGETING SCRAMBLER: This model has the **Field (4)** ability and for each hit ignored by this ability, the firing unit also gains 1 ST. This ability cannot ignore hits from short range or CQ fighting attacks.

UNSTABLE: When a '1' is rolled to hit with this attack, place a number of STs onto the firing unit equal to the current DAM value of the attack.

XENO: Xenos are organic models (for anything that specifies it affects organic models). Xeno behemoths do not explode when they are destroyed.

XENO SPOTTER: This model's **Booby Traps** ability value is improved by +1.

ADD-ON MODELS

⊕ unit cards represent models that may **only** be included in your force by being added into an existing unit. You must specify on your force roster which unit an add-on model is part of, and the add-on model is considered part of that unit in all respects. Except where specified otherwise, you cannot include more than one type of add-on model within the same unit. If an add-on model has the **Squad Leader** designator, then it is automatically the unit's starting squad leader.

In some cases, you can only include add-on models in units 'without exceeding their normal maximum size'. A unit's *maximum* size is the number of models it contains when all possible models from its unit options are included. For example, a Broken Rabble unit's maximum size is 6 models, which means it can include a maximum of 2 add-on models (on top of its 4 base models).

SHADOW STRIKE

In the end phase of each turn, before calculating VPs, a Broken player may select a single friendly infantry unit that is at least 12" away from the enemy and has every single one of its models in cover (from every enemy unit). The selected unit takes a shadow strike discipline check. If the check is successful, the unit is removed from the table and is put into reserve, keeping any STs it has.

In any future turn, a unit that was put into reserve via the **Shadow Strike** ability can either elect to arrive normally, or may instead deploy via the Shadow Strike main action. The Shadow Strike action allows the unit to be placed anywhere on the table that is both entirely in cover and at least 12" away from the enemy, and then, after being placed this way, the unit may fire a single round of wild shooting. A unit that is placed on the table via the Shadow Strike action counts as having moved.

When putting a Broken infantry unit into reserve before the game, its owning player may declare that the unit will arrive during the game via the Shadow Strike main action described above. Only a single Broken unit per side (including a joined character) may start the game this way.

BROKEN WEAPONS SUMMARY

Name	RNG	SHO	PEN	DAM	Special
Auto Slugger	24"	3	3	1	Burst (6+)
Beam Pistol	12"	2	3	2	Beam, Pistol, Unstable
Beam Blastgun (Ranged)	18"	2	4	2	Beam, Short Ranged, Unstable
Beam Blastgun (CQ)	CQ	-	+1	1	Melee
Chem Launcher	18"	1+SB	3	1	AoE (SB), Ignore Cover, Poison (5+), Suppress (1)
Chem Pistol	12"	2	3	1	Ignore Cover, Pistol, Poison (5+), Suppress (1)
Cluster Grenades	6"	1+SB	3	1	AoE (SB), Grenade, Ignore Cover
Custom Sniper Rifle					
<i>Chem Round:</i>	48"	1+SB	3	1	AoE (SB), Heavy, Ignore Cover, Poison (4+), Suppress (1), Unstable
<i>EMP Spike:</i>	48"	2	4	3	EMP (4+), Field Disrupt (4+), Heavy, Unstable
<i>UltraGlue Round:</i>	48"	3	2*	3	Capture, Heavy, Slowed (4+), Unstable
EMP Harpoon	24"	2	3	2	Drag Unit (1"), EMP (4+)
Hakoyu Phase Weapon	CQ	-	+2	1	EMP (4+), Melee
Glue Carbine	12"	2	2*	2	Capture, Short Ranged, Unstable
Glue Rifle	18"	3	2*	3	Capture, Unstable
Longbeam Rifle	30"	2	5	3	Beam, Heavy, Unstable
Massive Fist	CQ	-	+2	2	Heavy, Melee
Massive Torch	8"	2+SPR	3	1	AoE (SPR), Suppress (D3)
Molotov Bombs	6"	2+SB	1	1	AoE (SB), Grenade, Ignore Cover, Suppress (D3)
Overcharged Powercells	CQ	-	5	2	CQ Explosive, Large Models Only, Unstable
Poisoned Blade	CQ	-	+1	1	Melee, Poison (4+)
Quad EMP Mortar	36"	12*+LB	3	1	AoE(LB), Degradation (-2), EMP (5+), Heavy, Ind Fire
SARA Officer's Pistol	12"	3	3	1	Pistol
Slug Pistol	12"	3	2	1	Pistol
Slug Rifle	24"	3	2	1	
Tech Disruptor	18"	-	-	-	Disruptor
Torch	8"	1+SPR	2	1	AoE (SPR), Suppress (D3)
Trophy Melee Weapon	CQ	-	+2	2	Melee, Relic