

MAELSTROM'S EDGE®

V2 BETA FACTION FORCE LISTS THE BROKEN

PLEASE NOTE: This is a beta version of the Maelstrom's Edge second edition rules. As such, images and layout are not final, background fiction is not yet in place, and there may be changes to the rules before final publication, based on player feedback and internal playtesting. This list may also include some units and/or options for which models are not yet available – These are in the production queue, but feel free to use suitable proxy models in the meantime.

We welcome any feedback on your games with these rules. Visit us at the Comm Guild Facebook group, or in the Maelstrom's Edge discussion section on the Dakka Dakka forums.

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BROKEN SPECIAL RULES

ABILITIES

MOB MENTALITY: If its squad leader has this ability, this unit has a modifier on its WP tests based on the number of models currently in the unit:

- 4 models = +1
- 5 or more models = +2

SHADOW STRIKE: Up to 1 unit in reserve per turn with this ability may arrive via the **OUT OF THE SHADOWS** action:

OUT OF THE SHADOWS: *Movement Action* - This unit may be placed in any valid position on the table not within 12" of any enemy and with all models in the unit touching a terrain feature. You must expend 1 CP to have a reinforcement arrive via **OUT OF THE SHADOWS**.

INTO THE SHADOWS: In the end phase of each turn, before calculating VPs, you may select 1 friendly unit with the **SHADOW STRIKE** ability that started the turn on the table, is not within 12" of any enemy and has all of its models touching a terrain feature. Take an *Into the Shadows* test for that unit: Roll a D6, and if the result equals or exceeds the suppression level of the selected unit, the test is passed. A natural result of 1 always fails and a natural result of 6 always passes. If the test is passed, remove the unit from the table and place it into reserve, maintaining its current suppression level.

DESIGNATORS

FORSAKEN, JACKAL & SARA: The Broken have three sub-faction designators: **FORSAKEN**, **JACKAL** and **SARA**. All of your command units must share the same sub-faction designator. Character models cannot join friendly units that do not share the same sub-faction designator as them.

In addition, any unit in your force that does not have a sub-faction designator listed in their unit entry gains one matching that of your command units. For example, if your command units have the **SARA** designator, then your Broken Rabble units would also gain the **SARA** designator. Add-on models automatically gain the sub-faction designator of the unit they are added to.

According to legend, the first Spiral Arm Revolutionary Army company was formed by the efforts of General Aivus Grumman of the Brennan 3 Planetary Security Force shortly after the events at Sarjana. Outraged by the treatment of the system's citizens when the Maelstrom arrived, General Grumman gathered the support of a number of other military leaders and led an organised revolt against Brennan's ruling caste. Seizing several shipyards and docking facilities, the revolutionaries organised a controlled evacuation of as much of the system's population as they could to safer systems beyond, for now, the Maelstrom's reach.

Following this initial success, General Grumman allegedly led forces to other afflicted systems, leading evacuations and gathering recruits from local military or security forces, growing the SARA into a massive organisation. This eventually brought Grumman's exploits to the attention of Karist and Foundation leadership, who both made efforts to wipe out the revolutionary to maintain their own control over systems on the Edge.

Detractors of SARA allege that there is no existing record of a General Aivus Grumman having served on Brennan 3, although this may admittedly be due to incomplete records surviving the destruction of the system. While stories abound of the General appearing in person on beleaguered planets or amongst forces raiding Foundation and Remnant shipping, often seemingly in multiple places light-years apart at the same time, no holo-record of any of these events appears to exist and descriptions of the General from survivors of these encounters vary wildly. As a result, there remains some doubt not only as to the general's species and gender, but even whether this legendary character actually exists to begin with.



FORSAKEN CHIEFTAIN

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

8 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Forsaken Chieftain	7	4	2	2	2	2	5+	Infantry





UNIT SIZE: 1 Forsaken Chieftain.

EQUIPMENT: Frag Grenades, Slug Rifle.

ABILITIES: Booby Traps, Forsaken Commander (2), Mob Mentality, Shadow Master, Shadow Strike.

OPTIONS:

- May replace Slug Rifle with Beam Blastgun: +1 pt.
- May be equipped with Customised Weapons: +2 pts.
- 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 each.
- May be equipped with Extensive Cybernetics: +2 pts.
- This detachment may include the following additional units:

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

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Beam Blastgun	18"	1	4	1	5+	SR	Improvised Club
Beam Pistol	12"	1	4	2	6+	Pistol	Unstable
Chem Pistol	12"	1	3	1	6+	Pistol	Dispersed Fire, Poison (+1)
Poisoned Blade	CQ	+1	3	1	-	Melee	Poison (+2)
Slug Pistol	12"	2	2	1	6+	Pistol	
Slug Rifle	24"	2	2	1	5+		
Trophy Melee Weapon	CQ	+1	5	2	-	Melee	Relic

ABILITY & EQUIPMENT SUMMARY

BOOBY TRAPS: *Free action* - expend 2 CPs and select an enemy unit within 30", in line of sight and taking cover. That unit raises its suppression level by +1 and must take a WP test. If failed, the enemy unit counts as having activated this turn, even if it has yet to be activated.

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).

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

EXTENSIVE CYBERNETICS: This model has +2 FOR.

FORSAKEN COMMANDER (2): This model has the **COMMAND (2)** ability, which generates (2) extra CPs per turn, and each turn during its activation, it can issue (2) orders to friendly units within 18". When issuing an order to a **FORSAKEN** unit, lower its suppression level by -2, instead of -1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See pg 29, Maelstrom's Edge Beta Rulebook for details.

IMPROVISED CLUB: If attacking unarmed in CQ Fighting, this model gains +1 CQA.

MOB MENTALITY: See pg 2 for details.

POISON (+X): (+X) DAM on Organic models.

RELIC: You may re-roll hit rolls with this weapon. Your force cannot contain more than one relic weapon.

SHADOW MASTER: 1 additional friendly unit may arrive each turn via the **SHADOW STRIKE** ability. Also, 1 additional friendly unit per turn may attempt to leave the table via the **SHADOW STRIKE** ability. Friendly **FORSAKEN** units within 18" may re-roll a failed shadow strike test.

SHADOW STRIKE: See pg 2 for details.

UNSTABLE: Each hit roll result of 1 raises this unit's suppression level by +1 (after the round of shooting).

XENOS SPOTTER: Line of sight is not required to target an enemy unit with the **BOOBY TRAPS** ability.

UNIT DESIGNATORS: Character, Forsaken, Organic

Ver: β2.0



SARA REVOLUTIONARY CAPTAIN

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

8 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SARA Revolutionary Captain	7	4	2	2	2	2	4+	Infantry

UNIT SIZE: 1 SARA Revolutionary Captain.

EQUIPMENT: Frag Grenades, SARA Officer's Pistol.

ABILITIES: Guerrilla, Guerrilla Captain, Mob Mentality, SARA Commander (2), SARA Discipline, Shadow Strike.

OPTIONS:

- May be equipped with 1 of the following:
 - 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
- This detachment may include the following additional units:
 - 1-4
 - 0-2
 - 0-2
 - 0-2

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Beam Blastgun	18"	1	4	1	5+	SR	Improvised Club
Beam Pistol	12"	1	4	2	6+	Pistol	Unstable
Chem Pistol	12"	1	3	1	6+	Pistol	Dispersed Fire, Poison (+1)
Poisoned Blade	CQ	+1	3	1	-	Melee	Poison (+2)
SARA Officer's Pistol	12"	2	3	1	6+	Pistol	
Slug Pistol	12"	2	2	1	6+	Pistol	
Slug Rifle	24"	2	2	1	5+		
Trophy Melee Weapon	CQ	+1	5	2	-	Melee	Relic

ABILITY & EQUIPMENT SUMMARY

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See pg 29, Maelstrom's Edge Beta Rulebook for details.

GUERRILLA: When this unit activates, if it is not in contact with the enemy, it may opt to perform the following 3 actions (and only those 3 actions, though Free actions may still be performed), in this precise order: Aim, Fire and Move. If this unit has the **MOBILE** ability, it may perform: Aim, Fire and Dash instead.

GUERRILLA CAPTAIN: Each turn, up to 2 friendly **SARA** units that activate within 18" of this model can be given the **GUERRILLA** ability for the remainder of the turn. Additional friendly **SARA** units activating within 18" can be given the **GUERRILLA** ability at the cost of 1 CP per additional unit.

IMPROVISED CLUB: If attacking unarmed in CQ Fighting, this model gains +1 CQA.

MOB MENTALITY: See pg 2 for details.

POISON (+X): (+X) DAM on Organic models.

RELIC: You may re-roll hit rolls with this weapon. Your force cannot contain more than one relic weapon.

SARA COMMANDER (2): This model has the **COMMAND (2)** ability, which generates (2) extra CPs per turn, and each turn during its activation, it can issue (2) orders to friendly units within 18". When issuing an order to a **SARA** unit, lower its suppression level by -2, instead of -1.

SARA DISCIPLINE: Friendly **SARA** units within 18" get a +1 modifier when taking a WP test.

SHADOW STRIKE: See pg 2 for details.

UNSTABLE: Each hit roll result of 1 raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Character, Organic, SARA

Ver: β2.0



BROKEN RABBLE

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

4 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Broken Rabble	7	4	1	2	1	1	6+	Infantry
Rabble Boss	7	4	1	2	1	1	6+	Infantry (Squad Leader)

UNIT SIZE: 3 Broken Rabble, 1 Rabble Boss.

EQUIPMENT: Slug Rifle.

ABILITIES: Mob Mentality, Shadow Strike.

OPTIONS:

- May add up to 2 more Broken Rabble: +2 pts each.
- Without duplicating an option, up to 2 Broken Rabble may replace Slug Rifle with:
 - Auto Slugger: +1 pt.
 - Chem Launcher: +1 pt.
 - EMP Harpoon: +1 pt.
 - Glue Carbine: +1 pt.
 - Glue Rifle: +1 pt.
 - Longbeam Rifle: +1 pt.
- Rabble Boss may replace Slug Rifle with any 2:
 - Beam Pistol: +0 pts each.
 - Chem Pistol: +0 pts each.
 - Frag Grenades: +0 pts each.
 - Slug Pistol: +0 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Slugger	24"	3	3	1	4+		
Beam Pistol	12"	1	4	2	6+	Pistol	Unstable
Chem Pistol	12"	1	3	1	6+	Pistol	Dispersed Fire, Poison (+1)
Chem Launcher	18"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
EMP Harpoon	24"	1	5	2	5+		Drag Unit, EMP (+1)
Glue Carbine	12"	D3	3	1	2+	SR	Slowed
Glue Rifle	18"	D3	3	1	2+		Slowed
Longbeam Rifle	30"	1	5	3	5+	Heavy	Armor Piercing, Unstable
Slug Pistol	12"	2	2	1	6+	Pistol	
Slug Rifle	24"	2	2	1	6+		

ABILITY & EQUIPMENT SUMMARY

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

DRAG UNIT: If at least one of these attacks successfully hits, move the target D6" directly towards your squad leader (or as close as possible) and facing your unit. Targets that contain a large model, are at long range, or inside a building/transport cannot be dragged.

EMP (+1): (+1) DAM on **ARMORED** and **INORGANIC** models.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See pg 29, Maelstrom's Edge Beta Rulebook for details.

MOB MENTALITY: See pg 2 for details.

POISON (+1): (+1) DAM on **ORGANIC** models.

SHADOW STRIKE: See pg 2 for details.

SLOWED: If one or more of these hits are not blocked by special defense, then the target is immediately slowed: halve the target's MV until the end of its next activation. If the target is already slowed, raise its suppression level by +1 instead.

UNSTABLE: Each hit roll result of 1 raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Organic, Rabble

Ver: β2.0



RABBLE ASSAULT

Only the truly desperate assault fortified positions. But the desperate are a terrifying enemy.

6 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Broken Rabble	7	4	1	2	1	1	6+	Infantry
Rabble Boss	7	4	1	2	1	1	6+	Infantry (Squad Leader)

UNIT SIZE: 3 Broken Rabble, 1 Rabble Boss.

EQUIPMENT: Beam Blastgun.

ABILITIES: Mob Mentality, Shadow Strike.

OPTIONS:

- 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.
 - Frag Grenades.
 - Overcharged Powercells.
 - 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.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Beam Blastgun	18"	1	4	1	5+	SR	Improvised Club
Beam Pistol	12"	1	4	2	6+	Pistol	Unstable
Chem Pistol	12"	1	3	1	6+	Pistol	Dispersed Fire, Poison (+1)
Chem Launcher	18"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
EMP Harpoon	24"	1	5	2	5+		Drag Unit, EMP (+1)
Glue Carbine	12"	D3	3	1	2+	SR	Slowed
Glue Rifle	18"	D3	3	1	2+		Slowed
Massive Torch	8"	1+D6	3	1	2+	SR	Burn (1), Dispersed Fire
Overcharged Powercells	CQ	1	5	4	-	Grenade	Placed Charge, Unstable
Slug Pistol	12"	2	2	1	6+	Pistol	
Torch	8"	1+D6	2	1	2+	SR	Burn (1), Dispersed Fire

ABILITY & EQUIPMENT SUMMARY

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has. Burn tokens can be removed via the Extinguish action (see pg 21, Maelstrom's Edge Beta Rulebook).

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

DRAG UNIT: If at least one of these attacks successfully hits, move the target D6" directly towards your squad leader (or as close as possible) and facing your unit. Targets that contain a large model, are at long range, or inside a building/transport cannot be dragged.

EMP (+1): (+1) DAM on **ARMORED** and **INORGANIC** models.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See pg 29, Maelstrom's Edge Beta Rulebook for details.

IMPROVISED CLUB: If attacking unarmed in CQ Fighting, this model gains +1 CQA.

MOB MENTALITY: See pg 2 for details.

PLACED CHARGE: May only attack a target composed entirely of large models.

POISON (+1): (+1) DAM on **ORGANIC** models.

SHADOW STRIKE: See pg 2 for details.

SLOWED: If one or more of these hits are not blocked by special defense, then the target is immediately slowed: halve the target's MV until the end of its next activation. If the target is already slowed, raise its suppression level by +1 instead.

UNSTABLE: Each hit roll result of 1 raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Organic, Rabble

Ver: β2.0



RABBLE FIRE SUPPORT

4 POINTS



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

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Broken Rabble	7	4	1	2	1	1	6+	Infantry
Rabble Boss	7	4	1	2	1	1	6+	Infantry (Squad Leader)

UNIT SIZE: 3 Broken Rabble, 1 Rabble Boss.

EQUIPMENT: Slug Rifle.

ABILITIES: Mob Mentality, Shadow Strike.

OPTIONS:

- May add up to 2 more Broken Rabble: +2 pts 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.
 - Frag Grenades: +0 pts each.
 - Slug Pistol: +0 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Slugger	24"	3	3	1	4+		
Beam Pistol	12"	1	4	2	6+	Pistol	Unstable
Chem Pistol	12"	1	3	1	6+	Pistol	Dispersed Fire, Poison (+1)
Chem Launcher	18"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
EMP Harpoon	24"	1	5	2	5+		Drag Unit, EMP (+1)
Glue Rifle	18"	D3	3	1	2+		Slowed
Longbeam Rifle	30"	1	5	3	5+	Heavy	Armor Piercing, Unstable
Slug Pistol	12"	2	2	1	6+	Pistol	
Slug Rifle	24"	2	2	1	6+		

ABILITY & EQUIPMENT SUMMARY

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

DRAG UNIT: If at least one of these attacks successfully hits, move the target D6" directly towards your squad leader (or as close as possible) and facing your unit. Targets that contain a large model, are at long range, or inside a building/transport cannot be dragged.

EMP (+1): (+1) DAM on **ARMORED** and **INORGANIC** models.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See pg 29, Maelstrom's Edge Beta Rulebook for details.

MOB MENTALITY: See pg 2 for details.

POISON (+1): (+1) DAM on **ORGANIC** models.

SHADOW STRIKE: See pg 2 for details.

SLOWED: If one or more of these hits are not blocked by special defense, then the target is immediately slowed: halve the target's MV until the end of its next activation. If the target is already slowed, raise its suppression level by +1 instead.

UNSTABLE: Each hit roll result of 1 raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Organic, Rabble

Ver: β2.0



BROKEN SNIPER

7 POINTS



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

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Broken Sniper	7	4	1(2)	2	1	2	5+	Infantry

UNIT SIZE: 1 Broken Sniper.

EQUIPMENT: Camo Cloak, Custom Sniper Rifle.

ABILITIES: Guerrilla, Marksman (+1), Scout, Shadow Stalker.

OPTIONS:

- Up to 2 separate Broken Sniper units may be taken as a single **HAMMER** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Custom Sniper Rifle (Chem Round)	48"	1+SB	3	1	2+	AoE, Heavy	Dispersed Fire, Poison (+1), Sniper, Unstable
Custom Sniper Rifle (EMP Spike)	48"	1	5	1	2+	Heavy	Armor Piercing, EMP (+3), Field Disruption, Sniper, Unstable
Custom Sniper Rifle (Tether Round)	48"	D3	3	1	2+	Heavy	Frozen, Sniper, Unstable

ABILITY & EQUIPMENT SUMMARY

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

CAMO CLOAK: When this unit performs a Take Cover action, it gains an additional Cover token.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

EMP (+1): (+1) DAM on **ARMORED** and **INORGANIC** models.

FIELD DISRUPTION: Critical hit - the target immediately loses the use of any **FIELD** ability it has for the remainder of the turn.

FROZEN: Critical hit - The target is immediately frozen: It loses all of its On the Move tokens (if it has any) and may not voluntarily move until the end of its next activation. If forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GUERRILLA: When this unit activates, if it is not in contact with the enemy, it may opt to perform the following 3 actions (and only those 3 actions, though Free actions may still be performed), in this precise order: Aim, Fire and Move. If this unit has the **MOBILE** ability, it may perform: Aim, Fire and Dash instead.

MARKSMAN (+1): Add (+1) to this model's SKL while firing, except during CQ Fighting.

POISON (+X): (+X) DAM on Organic models.

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

SHADOW STALKER: This unit has the **SHADOW STRIKE** ability (See pg 2 for details), and may always utilize it without counting against the normal limitation of how many units are allowed to arrive/leave via **SHADOW STRIKE** each turn. The turn this unit arrives via **SHADOW STRIKE**, ignore the **HEAVY** weapon ability on its weapons.

SNIPER: Ignore the +1 SKL dice flip penalty to change a hit roll result from 5 to 6.

UNSTABLE: Each hit roll result of 1 raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Organic, SARA, Solo

Ver: β2.0



BROKEN BIKERS

An off-road bike driven by a rider with a penchant for speed and violence is always a useful asset.

7 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Broken Bikers	10	4	1	2	1	1	6+	Bike
Broken Biker Boss	10	4	1	2	1	1	6+	Bike (Squad Leader)

UNIT SIZE: 2 Broken Bikers, 1 Broken Biker Boss.

EQUIPMENT: Biker Melee Weapon, Frag Grenades.

ABILITIES: Hit & Run Specialist, Mob Mentality, Mobile, Rapid Acceleration, Scout.

OPTIONS:

- May add up to 2 more Broken Bikers: +3 pts each.
- Any model may replace Biker Melee weapon with:
 - Beam Pistol: +1 pts each.
 - Chem Pistol: +1 pts each.
 - Compact Blastgun: +1 pts each.
 - Slug Pistol: +1 pts each.
 - Snare Pole: +1 pts each.
- Broken Biker Boss may be equipped with a Xenos Helper for: +2 pts.
- Broken Biker Boss with a Xenos Helper may be equipped with up to 1 additional:
 - Beam Pistol: +1 pts each.
 - Chem Pistol: +1 pts each.
 - Slug Pistol: +1 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Beam Pistol	12"	1	4	2	6+	Pistol	Unstable
Biker Melee Weapon	CQ	+1	3	1	-	Melee	
Chem Pistol	12"	1	3	1	6+	Pistol	Dispersed Fire, Poison (+1)
Compact Blastgun	12"	1	4	1	5+	SR	
Slug Pistol	12"	2	2	1	6+	Pistol	
Snare Pole	CQ	+1	3	1	-	Melee	Hit & Drag

ABILITY & EQUIPMENT SUMMARY

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See pg 29, Maelstrom's Edge Beta Rulebook for details.

HIT & DRAG: During a Hit & Run, if at least one of these attacks successfully hits, move the target D6+1" directly towards your squad leader (or as close as possible) and facing your unit. Targets that contain a large model, are at long range, or inside a building/transport cannot be dragged.

HIT & RUN SPECIALIST: All weapons equipped on this model gain the **Hit & Run** weapon type.

MOB MENTALITY: See pg 2 for details.

MOBILE: Ignore the wild firing penalty for shooting after performing a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

POISON (+1): (+1) DAM on **ORGANIC** models.

RAPID ACCELERATION: While on the move or targeted by defensive fire, this unit gains +1 EVS (up to EVS 5) and the **DODGE (1)** ability, which allows it to block up to (1) hits each round of shooting. If this unit already has a **DODGE** ability, it gains +1 to its existing **DODGE** ability value.

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

UNSTABLE: Each hit roll result of 1 raises this unit's suppression level by +1 (after the round of shooting).

XENOS HELPER: This unit is able to utilize **FRAG GRENADES** when shooting or charging without the usual requirement of 1 model in the unit losing their ability to fire in return.

UNIT DESIGNATORS: Organic

Ver: β2.0



SIG JAMMER

6 POINTS



Disruption of enemy communications and weapons can give Broken commanders an edge over better equipped opponents, and Sig Jammers are masters of that art.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Sig Jammer	7	4	1	2	1	2	5+	Infantry

UNIT SIZE: 1 Sig Jammer.

EQUIPMENT: Targeting Scrambler, Tech Disruptor.

ABILITIES: Scout, Shadow Strike.

OPTIONS:

- Up to 2 separate Sig Jammer units may be taken as a single **VANGUARD** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Tech Disruptor (Low Power)	18"	-	-	-	2+		Low Power Disruptor
Tech Disruptor (High Power)	18"	-	-	-	2+		High Power Disruptor

ABILITY & EQUIPMENT SUMMARY

LOW POWER DISRUPTOR: Suppressive Fire only - Automatically raise the target's suppression level by an additional +1. In addition, until the end of the turn the target gains the **MISSION SPECIALIST** ability (see below) and cannot have any orders issued to it.

HIGH POWER DISRUPTOR: Suppressive Fire only - Automatically raise the target's suppression level by an additional +2, but reduce the firing model's **FIELD** ability to Field (1) until it next activates. In addition, until the end of the turn the target gains the **MISSION SPECIALIST** ability (see below) and cannot have any orders issued to it.

MISSION SPECIALIST: This unit cannot control mission objective markers, though it can still contest them as usual.

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

SHADOW STRIKE: See pg 2 for details.

TARGETING SCRAMBLER: This unit has the **FIELD (4)** ability, which allows it to block up to (4) hits each round of shooting. However, this ability cannot be used against attacks made at short range.

UNIT DESIGNATORS: Forsaken, Organic, Solo

Ver: β2.0



SKOTI STREAMWEAVER

Elusive teleporting creatures, Skoti transport Broken units and rain down debris on the enemy.

15 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Skoti Streamweaver	12(4)	5	1	2	2	5	5+	Behemoth

UNIT SIZE: 1 Skoti Streamweaver.

EQUIPMENT: Attack Stream.

ABILITIES: Dodge (1), Mission Specialist, Mobile, Scout, Streamweaver, Transport Stream.

OPTIONS:

- None.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Attack Stream	18"	1+SB	1+*	2	2+	AoE	*Debris Bombardment, Kicking & Screaming

ABILITY & EQUIPMENT SUMMARY

DEBRIS BOMBARDMENT: Increase PEN by an amount equal to the highest cover value of terrain features within 6" of the target.

DODGE (1): Block up to (1) hits each round of shooting.

KICKING & SCREAMING: During a Fire action, if the Attack Stream target is both a standard-sized unit and within 9", then after the round of shooting, choose a point within 6" of the target that is a valid position for that unit to move to. Your opponent must immediately move the target unit, with the squad leader ending its move centered over the chosen point. The target's suppression level is raised an additional +1 level.

MOBILE: Ignore the wild firing penalty for shooting after performing a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

MISSION SPECIALIST: This unit cannot control mission objective markers, though it can still contest them as usual.

STREAMWEAVER: This model may move dynamically (see pg 18, Maelstrom's Edge Beta Rulebook). If it opts to move non-dynamically, it is reduced to MV4 for the duration of that move.

TRANSPORT STREAM: *Shooting action* - For the remainder of this turn, up to 3 friendly standard-sized units on the table that perform a Dash action may make an unlimited range dynamic move (instead of the normal double move), provided they end their move within 6" of this Skoti.

DAMAGED: At FOR 1-2, Attack Stream's SHO is '0+SB' and the **TRANSPORT STREAM** ability can only be utilized by up to 1 friendly unit per turn.

UNIT DESIGNATORS: Forsaken, Organic, Solo

Ver: β2.0



GNOLTI

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

12 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Gnolti	5	3	2	3	3	10	4+	Behemoth

UNIT SIZE: 1 Gnolti.

EQUIPMENT: 2 Gnolti Fists.

ABILITIES: Fearless, Fearsome (-1), Fire Magnet, Mission Specialist, Rage, Regeneration.

OPTIONS:

None.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Gnolti Fist	CQ	+1	5	2	-	Melee	

ABILITY & EQUIPMENT SUMMARY

FEARLESS: This unit is never forced to retreat and ignores the **FEARSOME** ability on enemy units.

FEARSOME (-1): Enemy units within 8" have a (-1) modifier applied to their WP tests.

FIRE MAGNET: Friendly units within 3" cannot be targeted by the enemy, provided this unit is both closer to the enemy shooting unit and a valid target. Shooting that dictates a specific target (CQ Fighting, Defensive Fire, Hit & Run, etc.) ignores this ability.

MISSION SPECIALIST: This unit cannot control mission objective markers, though it can still contest them as usual.

RAGE: During CQ Fighting, this unit does not reduce its SKL due to suppression, however each hit roll result of 1 raises its suppression level by +1 (after the round of shooting).

REGENERATION: During the Recovery step of this unit's activation, it may heal 1 of its injuries. If this unit Regroups, heal up to D3+1 injuries instead.

DAMAGED: At FOR 1-4, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Organic, Solo

Ver: β2.0



PA'KU ARTILLERY

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

13 Points



MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Pa'ku 4 3 1 2 2 6 4+ Behemoth

UNIT SIZE: 1 Pa'ku.

EQUIPMENT: Quad EMP Mortar.

ABILITIES: Coordinated Barrage, Mission Specialist.

OPTIONS:

- Up to 2 separate Pa'ku Artillery units may be taken as a single **Anvil** unit selection.

WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Quad EMP Mortar 36" 4+LB 4 1 2+ AoE, SH EMP (+1), Indirect Fire, Quad Suppressor (4)

ABILITY & EQUIPMENT SUMMARY

COORDINATED BARRAGE: When performing a Fire or Suppressive Fire action, if within 6" of a friendly unit that also has the **COORDINATED BARRAGE** ability, this unit may re-roll its hit rolls or suppression tests.

EMP (+1): (+1) DAM on **ARMORED** and **INORGANIC** models.

INDIRECT FIRE: May shoot at a target out of line of sight, but if so, fire with -1 SHO.

MISSION SPECIALIST: This unit cannot control mission objective markers, though it can still contest them as usual.

QUAD SUPPRESSOR (4): While performing a Suppressive Fire action take (4) separate suppressive fire tests as though this is (4) weapons instead of just 1.

DAMAGED: At FOR 3-4, Quad EMP Mortar becomes SHO '3+LB' & **QUAD SUPPRESSOR (3)**.
At FOR 1-2, Quad EMP Mortar becomes SHO '2+LB' & **QUAD SUPPRESSOR (2)**.

UNIT DESIGNATORS: Organic, Solo

Ver: β2.0



MARSAYAN HYPNOTIST

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

X Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Marsayan Hypnotist	7	4	1	2	1	1	6+	Infantry

UNIT SIZE: 1 Marsayan Hypnotist.

EQUIPMENT: None.

ABILITIES: Mob Mentality, Projected Confusion, Shadow Strike, Vanishing Target.

OPTIONS:

- **Add-on:** May add up to 1 Marsayan Hypnotist to the following units, without exceeding their normal maximum size:
 - Broken Rabble: +2 pts.
 - Rabble Fire Support: +2 pts.
 - Rabble Assault: +3 pts.

ABILITY & EQUIPMENT SUMMARY

MOB MENTALITY: See pg 2 for details.

PROJECTED CONFUSION: Free status action - choose a valid enemy target **ARMORED** or **ORGANIC** unit within 18". The target must take a WP test and if failed, it becomes confused: A confused unit reduces the number of actions it may perform during its next activation by -1. If already confused, raise its suppression level by +1 instead.

SHADOW STRIKE: See pg 2 for details.

VANISHING TARGET: If the attacking enemy unit is **ARMORED** or **ORGANIC**, then this unit has the **DODGE (1)** ability, which allows it to block up to (1) hits each round of shooting. This improves to **DODGE (3)** if the attacking unit is within short range.

UNIT DESIGNATORS: Organic

Ver: β2.0



HAKOYU GRAND MASTER

X POINTS



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

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Hakoyu Grand Master	7	5	4	2	3	2	6+	Infantry

UNIT SIZE: 1 Hakoyu Grand Master.

EQUIPMENT: 2 Hakoyu Phase Weapons.

ABILITIES: Combat Bodyguard, Deflect (2), Mob Mentality, Shadow Strike.

OPTIONS:

- **Add-on:** May add up to 2 Hakoyu Grand Masters to the following units, without exceeding their normal maximum size:
 - Rabble Assault: +3 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Hakoyu Phase Weapon	CQ	+1	5	1	-	Melee	Phase

ABILITY & EQUIPMENT SUMMARY

COMBAT BODYGUARD: Use this model's EVS characteristic for the unit when being attacked in CQ Fighting. However, hits from CQ Fighting must be assigned to models with this ability first, when possible.

DEFLECT (2): Special defense - Block up to (2) melee weapon hits each round of CQ Fighting.

MOB MENTALITY: See pg 2 for details.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

SHADOW STRIKE: See pg 2 for details.

UNIT DESIGNATORS: Organic

Ver: β2.0

BROKEN FACTION OBJECTIVES

Now You See Me

The Broken rarely look to face off against an evenly matched foe. The Forsaken in particular rely upon strategies of cunning and misdirection to take the day.

This objective may only be utilized if your force commander has the **FORSAKEN** designator.

This objective can generate up to 3 VPs per game, after which you may no longer utilize the **Now You Don't** ability.

- (each end phase) This turn, if at least one of your units was put into reserve via the Shadow Strike ability and the **Now You Don't** ability was not utilized at all, gain 1 VP.
- (final turn end phase) If at least one of your models on the table has the **FORSAKEN** designator, gain all of this objective's remaining VPs.

Now You Don't: Once per turn, when you remove one of your units from the table via the Shadow Strike ability, you may either immediately lower its suppression level to 0, or return 1 non-character model back to the unit that had previously been removed as a casualty.

ROAD TO VALHALLA

Nothing is more important to Broken Jackals than proving one's abilities in combat. They enter battle in a blood-crazed state, desperate to fight the enemy face-to-face.

This objective may only be utilized if your force commander has the **JACKAL** designator.

This objective can generate up to 3 VPs per game, after which you may no longer utilize the **CRAZED MANIACS** ability.

- Each round of CQ Fighting where an enemy unit is destroyed, gain 1 VP.

Crazed Maniacs: Anytime one of your units finishes a round of CQ Fighting and the enemy unit is not destroyed and does not retreat, your unit can immediately perform a free CQ Fighting action against that same enemy unit. A unit cannot perform more than 1 free CQ Fighting action per activation.

MORAL HIGH GROUND

The Spiral Arm Revolutionary Army routinely distributes propaganda on any world in which they fight, reminding their enemies of the implacable horror of the Maelstrom and the billions of innocent souls it has already consumed.

This objective may only be utilized if your force commander has the **SARA** designator.

This objective can generate up to 3 VPs per game, after which you may no longer utilize the **PROPAGANDA** ability:

- (each end phase) If your opponent did not remove the model you nominated via the **PROPAGANDA** ability this turn, gain 1 VP.
- (final turn end phase) If at least one of your models on the table has the **SARA** designator, gain all of this objective's remaining VPs.

Propaganda: Immediately after your opponent finishes their 'Retire Units' portion of the end phase, nominate one enemy **ARMORED** or **ORGANIC** model on the table with FOR 1. Your opponent must immediately remove **any one** of their **ARMORED** or **ORGANIC**, FOR 1 models from the table as a casualty, however if they choose **not** to remove the model you nominated, gain 1 VP. If your opponent has no **ARMORED** or **ORGANIC** FOR 1 models on the table to nominate, you automatically gain 1 VP and may raise the suppression level of a single enemy unit on the table by +1.

HUBRIS

PRIMARY STATS

- Class: LX1 - Leviathan Class Space Station
- Size: 6.2 standard ref.
- Population: Unknown
- Exploitables: Mineral Wealth, Solar Energy Refineries

SECONDARY STATS

- Claim: Ongoing territorial disputes
- Previous Claimant: EpTech Archaeological Division
- Age: Approximately 3200 standard

Envisaged as an endlessly self-sustaining colony and scientific research facility, the experimental super-massive space station LX1 was constructed around the red dwarf star Hecate by demolishing its planets and mineral-rich asteroid belt. A project that was breathtaking in its raw ambition, the station was designed to completely enclose the star, allowing vast solar arrays to harness its entire energy output. With construction time stretching out into centuries, enthusiasm for the project waxed and waned as different groups took ownership amidst myriad problems. Before the station could be completed, entire sectors were damaged by multiple widespread system failures, and the project was ultimately deemed a lost cause, abandoned and left to rot.

Nick-named 'Hubris' on star charts, the station was marked as dangerous and uninhabitable. With the coming of the Maelstrom, however, Hubris found itself host to a massive influx of stelligeers and a haven for dozens of Broken pirate warbands. These disparate groups are scattered across the station, maintaining their isolated habitations as best they can.

Life on Hubris is difficult and dangerous. A failure in a segment's shielding can see it exposed to intense solar radiation. Delicate environmental systems must be maintained with jury-rigged parts scavenged from other parts of the station. Scavenger groups from different communities often come to blows, and open conflict can result in irreparable damage.

'We called ourselves 'The Broken' because that is how we felt. Everything has been taken from us - our lives, our families, our very worlds - ripped asunder and consumed not just by that infernal mess in the sky, but by the selfishness and beaurocracy of those with too much power and too little responsibility.'

*I say: **This shall not stand.** Those who took from us and ran, to build new lives from the wreckage of ours, must be found and Broken like we were.*

They considered us unworthy of saving, and left us to fend for ourselves as our worlds died around us.

They took our homes, so we built ships and weapons with which to make new homes.

They took our families, so we will take theirs.

They took our lives, so we no longer have lives to lose.

*We are no longer Broken. We are Forged. We are the hammer that will descend upon the ships of those who judged our lives worth less than their own, and we will leave **them** broken and scattered on the Edge for the Maelstrom to obliterate whatever remains.'*

– Exiled Lord Rico Montel of The Forged, Open Broadcast.

BROKEN EQUIPMENT

The Broken by necessity rely on scavenged, repurposed and recycled technology. Weaponsmiths are masters at taking whatever can be scrounged, stripping it down and building functional, if sometimes unimpressive looking equipment from the pieces. Their weaponry often utilises ammunition types considered inappropriate or unsafe by more conventional forces, with a strong focus on those that can be made cheaply and quickly, or can be converted from industrial or agricultural supplies.

BROKEN WEAPONS

BEAM WEAPONS

The Broken have a long history of weaponising lasers, converting them from a wide range of industrial applications. Invariably, Weaponsmiths set their damage output at the absolute maximum, firing short but incredibly powerful beams capable of melting through even the toughest enemy armour. This makes these weapons highly unstable and prone to overheating, shorting out and sometimes bursting into flames.



Beam Pistol



Beam Blastgun



Compact Blastgun



Longbeam Rifle

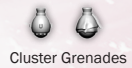
BROKEN GRENADES

The Broken favour simple weapons that are easy to procure, and their choice of grenades is no different. Cluster grenades are the most common anti-personnel grenade in the spiral arm and any military shipment or installation the Broken manage to raid invariably provides crates of them. Molotov bombs are simple handmade explosives created by filling a common container full of combustible liquid. Overcharged powercells start as standard-issue batteries, used throughout the spiral arm for portable power, but which are set to dangerous levels, causing them to detonate with frightening potency.



Overcharged Powercell

BROKEN FRAG GRENADES



Cluster Grenades



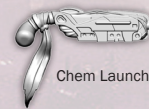
Molotov Bomb

CHEM WEAPONS

Many cultures in the Spiral Arm refuse to utilise chemical weapons, deeming them morally repugnant or abiding by longstanding, often totally outdated, treaties that ban their use outright. The Broken have no such qualms, and the relative ease with which the components to concoct chemical weapons can be found amongst the black markets makes them a popular choice. Chem Launchers hurl a small pellet, smashing open upon impact and spraying the area with a lethal combination of liquid acid and a potent airborne poison. However, as most Broken aren't equipped with any kind of breathing protection, these poisons are designed to disperse incredibly quickly, affecting only a small targeted area.



Chem Pistol



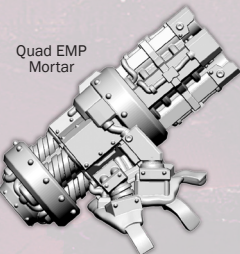
Chem Launcher

EMP WEAPONS

Weaponsmiths take delight in liberating scavenged tech from other factions. Their EMP weaponry repurposes Foundation EMP grenades, originally designed for shutting down the systems of rogue robots, into a variety of new roles, including the gas-powered EMP Harpoon, or the airbursting Quad EMP Mortar, carried into battle by the Pa'ku.



EMP Harpoon

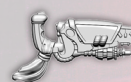


Quad EMP Mortar

GLUE WEAPONS

An incredibly sticky industrial adhesive, Plastex is commonly used in construction throughout Foundation space. The Broken use a slightly modified variant of Plastex in their glue weapons, which fire a rapid-curing stream of this adhesive that can slow or even completely incapacitate a target.

These weapons are effective, but require frequent, thorough maintenance to avoid becoming clogged.



Glue Carbine



Glue Rifle

MELEE WEAPONS

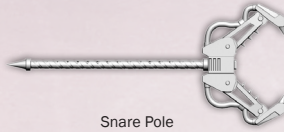
While waging war with projectiles for the most part, the Broken also make use of various improvised melee weapons when the need arises. In some cases, they also serve as a sign of status, as in the case of a Chieftain's customised trophy weapon, or as a link to their heritage, like the finely-crafted phase weapons carried by Hakoyu Grand Masters.



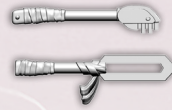
Trophy Melee Weapon



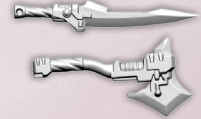
Poisoned Blade



Snare Pole



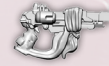
Biker Melee Weapons



Hakoyu Phase Weapons

SLUG WEAPONS

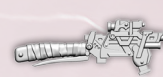
The most common type of firearm found throughout settled space, slug weapons are simple, cheap to produce and easy to maintain. This makes them ideal for the Broken armoury, as they can be built and repaired from scraps, and take very little training to use. With the hail of shots they fire, even someone who has never fired a gun before can still hit their target if they just hold the trigger down long enough.



SARA Officer's Pistol



Slug Rifle



Slug Pistol



Auto Slugger

TORCH WEAPONS

Combustible liquids are easy to find and manufacture, providing the Broken with weaponry even when supplies of more traditional ammunition are running low. While some commanders eschew their use on humanitarian grounds, Broken are desperate enough to make use of any and all weapons at their disposal. Though short ranged, torch weapons are immensely effective at clearing out dug-in enemies and so are favoured amongst Rabble Assault units.



Torch



Massive Torch

BROKEN SUPPORT EQUIPMENT

A Sig Jammer's Tech Disruptor is a highly specialised beam weapon, designed to hamper electronic devices, disorienting or shutting down enemy targeting and support systems. Sig Jammers also use their arm-mounted targeting scrambler for protection, sending out dozens of false positives to enemy targeting computers, causing additional confusion and pandemonium amongst their adversaries.



Targeting Scrambler



Tech Disruptor

