

MAELSTROM'S EDGE®

V2

RULEBOOK BETA 2.0

THIS PAGE INTENTIONALLY BLANK

MAELSTROM'S EDGE®



THIS PAGE INTENTIONALLY BLANK

PROJECT DIRECTOR: Jim Felton

RULES: Jon “yakface” Regul

EDITING, GRAPHIC DESIGN, LAYOUT & MODELING: Iain Wilson

ART, DEVELOPMENT, WRITING, & PLAYTESTING: David Bartholomew, Stephen Gaskell, Al Gray-Cooper, Tomas Martin, & Marten Reijntjes

ADDITIONAL ART, MODELING & SCULPTING: Anvil Industry, Grace Dyer, Thomas Elliott, Tony Hough, Kevin Johnson, Todd McNeal, Bob Naismith, Aaron Provost, Tan Ho Sim, Steambot Studios, Tom V, Dave Whitaker, Maz Wiernikowski, & Chris Worth

ADDITIONAL PLAYTESTING: Stephen Snajder & Maria Wilson

Maelstrom's Edge® is a registered trademark of Spiral Arm Studios Ltd, registered with WIPO, The European Union, The United Kingdom and variably around the world. Epirian, Karist, Karist Enclave, Zycanthus, Remnant Fleet, The Broken, Artarian, Artarian Remnant, Kaigus Pact, Tragunite Host, Akarak, Comm Guild, Angel Minnow, Maglock, Maglock Rifle, Chemtek, Coriolis Energy Mortar, Cybel, Cybel Tunnel, Cybel Commune, Kyle Wynn, Zafah, Kaddar Nova, Shadow Walker, DCLS laser, Cutter Machine Gun, Arc Splitter, and others are trademarks of Spiral Arm Studios Ltd. 2012-2024. The example companies, organizations, products, people and events depicted herein are fictitious. No association with any real company, organization, product, person, or event is intended or should be inferred. Any rights not expressly granted herein are reserved.

© Spiral Arm Studios Ltd 2024



THE MAELSTROM'S EDGE

The galaxy faces an unprecedented catastrophe: A golden age of exploration and colonization has been torn asunder by the eruption of the Maelstrom.

For millennia, humanity spread up and down the galaxy's Sagittarius arm at sub-light speed, painstakingly eking out an existence on slow generation ships or settling on barely habitable worlds. All of this changed when the cybel network was discovered. A huge web of dark energy tunnels stretching between stars, the cybel network allowed humanity to rapidly colonize thousands of worlds.

Prosperity reigned, for a while.

Then, the Maelstrom erupted from the midst of humanity's capital worlds. It raced down the cybel tunnels, splitting them apart and spilling their destructive energy out into real space. Entire star systems were obliterated and countless lives instantly extinguished, while a lucky few fled towards deep space.

A millennia later, the Maelstrom's Edge is an expanding stormfront, light years wide, where real space meets the Maelstrom's tide of roiling, coruscating energy. As the apocalypse comes to each world on the Edge, its inhabitants are forced to choose how they will confront it - unite or divide, try to flee, or accept their end. Ordinary people caught up in a bewildering cataclysm, forced to survive as best they can.

The destruction wrought by the Maelstrom has shattered the fragile peace amongst the many disparate factions sharing the space along and around the Edge. They jostle for power and resources, to further their own ends as the galaxy burns.





The myriad competing corporations of the Epirian Foundation made their fortunes using advanced robotics and geoengineering to reshape worlds for colonization. Now as the Maelstrom approaches, the Epirians are forced to abandon these worlds, using armed militia, security forces and retrofitted robots to defend and extract their assets.

Diametrically opposed to the Epirian Foundation's interest is the Karist Enclave. A secretive group of religious extremists, the Karists use vials of altered cybel energy to "commune" with the Maelstrom. They believe that with the correct mental and physical preparations, one is not destroyed when consumed by the Maelstrom, but instead ascends to a higher plane of existence, and so they seek to bring this enlightenment to all of the worlds on the Edge.

The nomadic Remnant Fleet abandoned their rich homeworlds in the center of human civilization long ago when the Maelstrom first appeared. They travel from star to star in vast space-bound cities, their elite exosuit-clad Champions launching raids for personal glory, and to secure precious resources to fuel the Fleet's exodus out of the galaxy.

The post-humans of the Kaigus Pact are descendants of some of the first humans to set off amongst the stars. Centuries living aboard zero gravity colony ships changed them forever, and now the Kaigus rely on bio-engineered symbiotic lifeforms to sustain and enhance their weakened bodies, living away from other civilizations in their vast, living ships.

Refugees, revolutionaries, pirates and mercenaries that are left behind on abandoned worlds are known collectively as the Broken. Ragtag forces made up of human and xenos working together for a common goal, the Broken desperately swarm worlds near the Edge as they try to survive as long as they can.

Breaking centuries of relative peace, xenos empires scattered along the Sagittarius arm begin to stir. Forced from their homeworlds by the arrival of the Maelstrom, the reclusive, insectile Akarak must expand outwards to survive. The Tragunite Host, on the other hand, look inwards from their trading hubs scattered along the spiral arm, contemplating the profits to be made from devastated worlds.

In the midst of all of these groups, the neutral stations of the Comm Guild oversee interstellar travel and communication through their cybel gates, coordinating the transit of evacuation fleets, security forces and privateers alike. Meanwhile, teams of operatives travel on secret errands to worlds along the Edge, and rumors have begun to spread that the Guild may have a darker purpose beyond their benevolent custodianship of the cybel network.

As the Maelstrom nears, all are faced with the same dilemma: *What will you do to survive?*



WELCOME TO THE EDGE!

TABLETOP MINIATURES GAMES

In a tabletop miniatures game, you collect, assemble and paint models, thereby creating your own unique force, which can be used in battles against opponents who have done the same. These battles occur on tables filled with three-dimensional terrain. This might sound a bit daunting, but fear not! There's a reason miniature games are often referred to as a *hobby game*, and that's because it can be incredibly rewarding to learn how to assemble and paint your own models and terrain. Some even enjoy this process more than playing the game.

Make sure you check out MaelstromsEdge.com for inspiration and resources to help you get started.

Besides the rules you're reading now and the miniatures that make up your force, there are a few more items required to play a tabletop miniatures game.

- **A tabletop to play on.** At least 3 feet by 3 feet (4 feet by 6 feet is preferable), covered with a fair amount of terrain.
- **Six-sided dice.** Around a dozen dice, preferably with a couple of different colors.
- **An imperial tape measure** (inches/feet), used to measure movement and attack distances.
- **Tokens**, used to keep track of command points, unit statuses, etc. See page 252.

BETA 2.0 RULES

This document includes the final beta of the Maelstrom's Edge Version 2 rules. Page numbers and layout match the finished book version to avoid later confusion, but some final artwork, background material, flavor text and the rules for the upcoming Kaigus Pact faction are missing, so there are some blank or missing pages.

We would love to hear your thoughts on the new rules! If you have any feedback or questions, head over to the Comm Guild Facebook Group (<https://www.facebook.com/groups/MaelstromsEdge>), post a message in the Maelstrom's Edge section on the [DakkaDakka forums](#), or send us a message through the [Maelstrom's Edge Website](#).



CONTENTS

THE RULES

GAME OVERVIEW

OVERVIEW OF A TURN	8
UNIT ACTIVATION OVERVIEW	9

CORE GAME CONCEPTS

UNITS	11
MEASUREMENTS	12
MOVING A UNIT	13
SUPPRESSION	14
CHARACTERISTICS	15

SHOOTING

.	16
-----------	----

TERRAIN

TYPES OF TERRAIN	22
MOVING THROUGH TERRAIN	24
LINE OF SIGHT & TERRAIN	25
TAKING COVER IN TERRAIN	26
BUILDINGS	27

UNIT ACTIVATION

ACTIONS	28
RECOVERY	31

MODEL TYPE

MODEL TYPES	32
DESIGNATORS	33

LARGE MODELS

LARGE MODEL GENERAL RULES	34
VEHICLES	35

WEAPONS

WEAPON PROFILE	36
WEAPON TYPES	37

PLAYING THE GAME

1. SELECT YOUR FORCE	39
2. SET UP TABLE	42
3. ROLL-OFF FOR ATTACKER/DEFENDER	42
4. DETERMINE MISSION	42
STANDARD MISSION RULES	43
COMPETITIVE MISSION PACKS	44
5. CHOOSE DEPLOYMENT ZONES	46
6. DECLARE FACTION OBJECTIVE & FORCE COMMANDER	47
7. PLACE OBJECTIVES	47
MISSION OBJECTIVES	48
8. DEPLOY FORCES	52
9. START THE GAME	52
10. TRACKING VICTORY POINTS	53
11. END OF THE GAME	53

NARRATIVE GAMES

PLAYING A NARRATIVE GAME	54
NARRATIVE MISSION SPECIAL RULES	56
NARRATIVE MISSIONS	57

THE MAELSTROM'S EDGE UNIVERSE

HISTORY OF THE GALAXY

60

LIFE ON THE EDGE

64

THE EPIRIAN FOUNDATION

FORCES OF THE EPIRIAN FOUNDATION	79
EPIRIAN FOUNDATION FACTION OBJECTIVES	98
EPIRIAN FOUNDATION EQUIPMENT	100
EPIRIAN FOUNDATION UNIFORMS	102
EPIRIAN FOUNDATION GALLERY	104
EPIRIAN FOUNDATION SAMPLE ROSTER	107

THE KARIST ENCLAVE

FORCES OF THE KARIST ENCLAVE	119
KARIST ENCLAVE FACTION OBJECTIVES	135
KARIST ENCLAVE EQUIPMENT	136
KARIST ENCLAVE UNIFORMS	138
KARIST ENCLAVE GALLERY	140
KARIST ENCLAVE SAMPLE ROSTER	142

THE BROKEN

FORCES OF THE BROKEN	154
BROKEN FACTION OBJECTIVES	169
BROKEN EQUIPMENT	170
BROKEN UNIFORMS	172
BROKEN GALLERY	174
BROKEN SAMPLE ROSTER	177

THE ARTARIAN REMNANT

FORCES OF THE ARTARIAN REMNANT	183
ARTARIAN REMNANT FACTION OBJECTIVES	199
ARTARIAN REMNANT EQUIPMENT	200
ARTARIAN REMNANT SAMPLE ROSTER	203
HERALDRY OF THE REMNANT FLEETS	204
ARTARIAN REMNANT GALLERY	206

THE KAIGUS PACT

FORCES OF THE KAIGUS PACT	217
KAIGUS PACT FACTION OBJECTIVES	230
KAIGUS PACT WEAPONS	231
MOOTS OF THE KAIGUS PACT	232
KAIGUS PACT GALLERY	234
KAIGUS PACT SAMPLE ROSTER	235

THE TRAGUNITE HOST

.	236
-----------	-----

THE AKARAK

.	236
-----------	-----

THE COMM GUILD

.	237
-----------	-----

APPENDIX

CHARGE ACTION CLARIFICATIONS

240

MODELING GUIDELINES

UNIT OPTIONS	241
CONVERTING MODELS	241
TERRAIN DENSITY	242

ADVANCED TERRAIN RULES

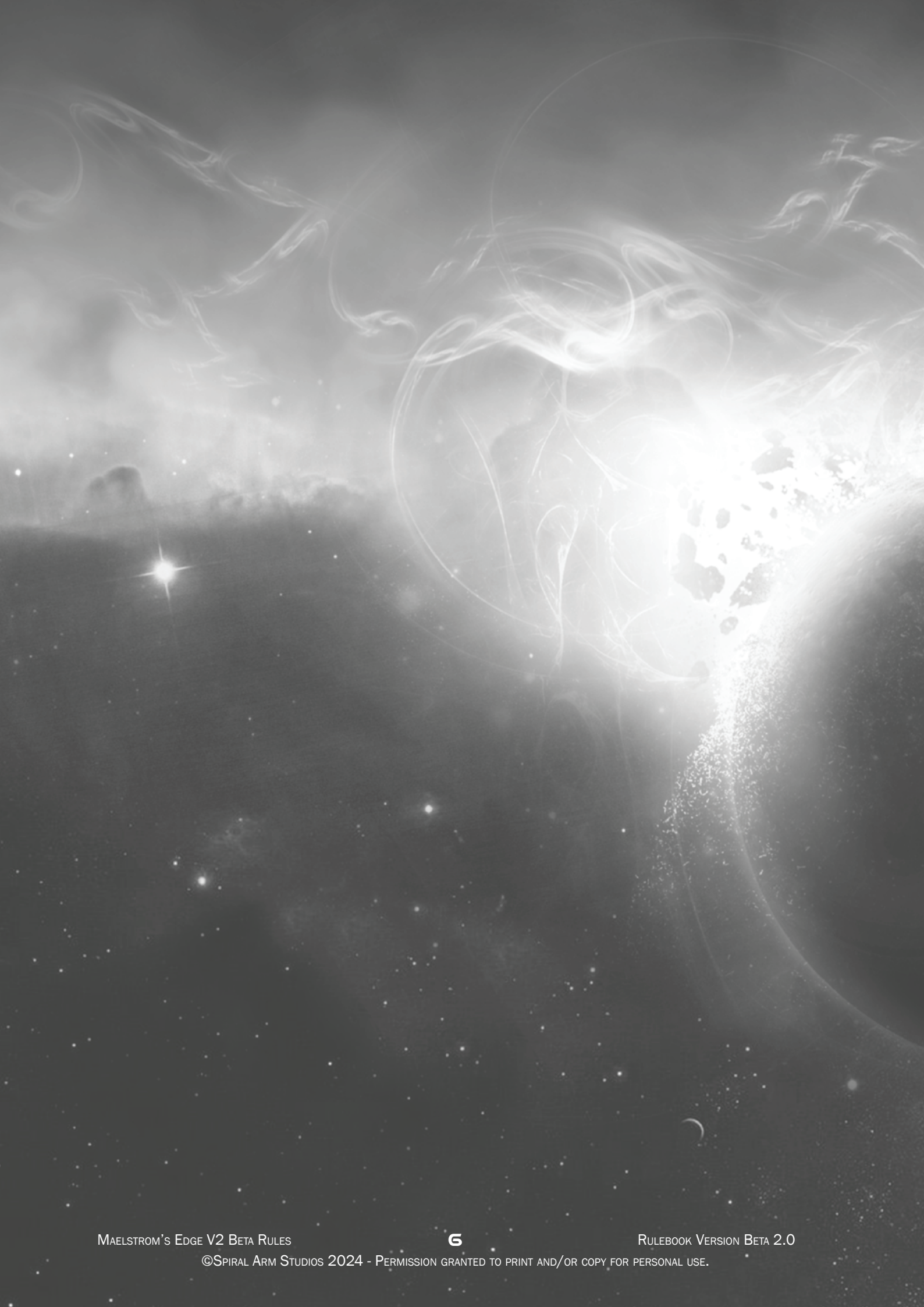
ADVANCED OBSTACLES	243
ADVANCED AREA TERRAIN	243
ADVANCED TERRAIN PLACEMENT	244
TERRAIN GALLERY	246
ZYCANTHUS RUINS	248

RULES FINDER

250

PRINTABLE CARDS & TOKENS

252





THE RULES

GAME OVERVIEW

OVERVIEW OF A TURN

This page is intended to give you an idea of how a turn is structured. Don't worry if some of it doesn't make sense yet - the individual parts are explained in full later.

TURN

A *turn* is comprised of the following 3 phases:

1. Command Phase
2. Action Phase
3. End Phase

1. COMMAND PHASE

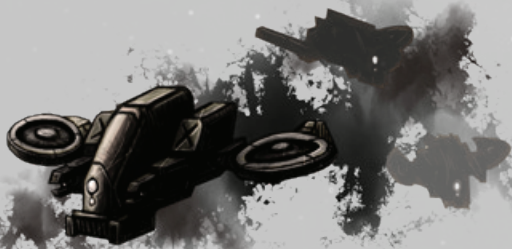
A. Roll for Priority: Players roll-off against each other. The winner chooses whether or not to be the *priority player* for the turn. The opposing player is the *non-priority player* for the turn.

PRIORITY PLAYER

Whenever the rules require both players to act simultaneously, the priority player goes first. As it can often be advantageous to see what the opponent does before reacting, being the priority player is not always an enviable position!

B. Generate Command Points: Both players generate command points (CPs) equal to the current turn number, plus additional CPs for each of their models on the table with the **COMMAND** ability. This forms each player's command point pool.

C. Declare Reinforcements: Any reinforcements arriving this turn must be declared (priority player first) and a CP bidding war is conducted for each reinforcement attempting to return to play.



2. ACTION PHASE

A. First Activation: The priority player activates any **one** of their units.

B. Remaining Activations: Then, starting with the non-priority player, players alternate either:

- activating **one** of their units, **or**
- activating **two** of their units, one after the other. The decision of whether or not to activate the second unit is made only after completing the first unit's activation.

Continue this process until all units from both sides have been activated that turn. If one player has fewer units than their opponent, they will typically finish activating all their units before their opponent does, in which case their opponent still gets to activate each of their remaining units one at a time.

C. Final Activation: The non-priority player always has the option of making the very last activation of the turn, if desired. This means they may choose to hold off activating their very last unit until the priority player has completed activating all of their units first, even when the non-priority player has fewer units than the priority player.

REMEMBERING ACTIVATIONS

You may find that you have a difficult time remembering which units have been activated, especially in larger games with many units. If this is a problem, we suggest using a token to mark the units that have activated for the turn.

3. END PHASE

A. Retire Units: Each player may retire (voluntarily destroy) any of their units. This allows for these units to potentially be brought back in later turns as reinforcements.

B. Calculate VPs: Tabulate any victory points the mission provides. If this results in either player achieving a crushing victory, the game immediately ends. If neither player has achieved a crushing victory, then another turn is played, up to a maximum of five turns.

UNIT ACTIVATION OVERVIEW

This section provides a brief overview of the options a unit has available when activated. For full details on unit activation and unit actions, see **UNIT ACTIVATION**, starting on page 28.



ACTIONS

When a unit is activated, it may perform up to 3 actions. There are 3 types of actions: movement, status, and shooting.

1. MOVEMENT ACTIONS

A unit may not perform more than one movement action. If a unit performs a movement action, this must occur before it performs a shooting action.

- **MOVE:** The unit moves up to its MV characteristic in inches.
- **DASH:** The unit moves up to **double** its MV characteristic in inches, but at the cost of degrading the accuracy of any shooting action it performs in the same activation.
- **CHARGE:** The unit moves up to **double** its MV characteristic in inches, but must move into contact with an enemy unit, who then gets to perform Defensive Fire against the charging unit.

2. STATUS ACTIONS

A unit may perform multiple status actions, but not the same status action more than once.

- **ON THE MOVE:** A unit on the move immediately gets to make a bonus move. In addition, a unit that is on the move is harder to hit, but also less accurate when shooting.
- **TAKE COVER:** A unit taking cover gains protection from the terrain it is touching when the enemy shoots at it, and even gets a small amount of protection if it is in open ground. A unit which is taking cover cannot also be on the move, and vice versa.
- **AIM:** A unit that aims is more accurate when shooting during its activation.

3. SHOOTING ACTIONS

A unit may not perform more than one shooting action.

- **FIRE:** The unit fires a standard round of shooting, which can cause both damage and suppression on the target.
- **SUPPRESSIVE FIRE:** A special round of shooting, which uses a weapon's Suppression characteristic. No damage can be inflicted, but more suppression can be caused than with a standard round of shooting.
- **CQ FIGHTING:** A special round of shooting against enemies in contact with the firing unit. Only melee weapons and pistols can be used. If any damage is inflicted, the enemy must pass a Willpower test or retreat.



RECOVERY

Once a unit has completed its last action, it may attempt to lower its suppression level by doing **one** of the following:

- **SHAKE-OFF:** The unit takes a Willpower test, and if passed, it lowers its suppression level by -1.
- **REGROUP:** The unit's suppression level is lowered to 0. However, in order to Regroup, a unit must be taking cover, be more than 18" away from all enemies and not have performed any shooting action during its activation.

How Do I Win?

Games of Maelstrom's Edge always involve a mission, which specifies the objectives both players will be fighting to achieve.

Objectives include:

- Destroying enemy forces.
- Controlling marked objects on the field.
- Protecting or destroying valuable targets.
- Holding areas of the battlefield.

Each turn, you'll use your forces to attempt to accomplish these mission objectives in order to accrue victory points. Earn enough victory points while also outpacing your opponent and you'll earn a crushing victory, immediately winning the game!

The full description of missions and objectives, as well as rules for picking your force are found in **PLAYING A GAME**, starting on page 38.



PURPLE GOLD

DEPLOYMENT: Random

Control Cybel Refineries and cripple the enemy force.

OBJECTIVES:

PRIMARY: Cybel Refineries (4)
Refinery Markers (4)

SECONDARY: Decimation (4)

Victory Total: 30 VPs

© 2024 Spiral Arm Studios Ltd

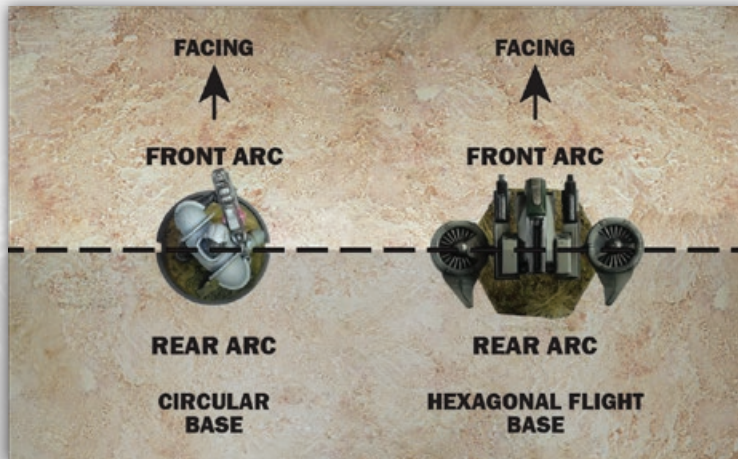


CORE GAME CONCEPTS

UNITS

MODELS

Units are made up of one or more *models*. The base of each model gives a clear indication of its front and rear 180° arcs. When a model is required to *face* something, that means you pivot it so that the center of its front arc points directly at what it is facing.



MODEL SIZES

All models are either standard or large. Large models represent vehicles, giant walkers, etc. All other models, such as infantry, are *standard models* (or *standard-sized models*).

SQUAD LEADERS

Most units have a model specifically designated as their *squad leader* (noted in their unit profile). In the case of a unit consisting of only a single model, such as a lone sniper, that model is always the squad leader. When one of your units does not have a designated squad leader, you must identify to your opponent which model is the squad leader when deploying your force. The squad leader must always be visibly distinct from other models in the unit: either modeled or painted differently, or marked with a token.

If at any time a squad leader is removed from one of your units, you must immediately select another model in the unit to take over as the replacement squad leader. Mark the new squad leader with a token or just swap the new model out with the former one if the two models have the same equipment.

TRACKING DIFFERENT DICE ROLLS

Often specific results from amongst many dice rolled at the same time need to be tracked separately; when a unit shoots with different types of weapons, or its models have differing characteristics that affect the result needed to succeed, for example. If different colored dice are available, use these to differentiate the rolls as needed. If you don't have access to different colored dice, then some rolls will need to be made separately in order to track all the necessary information. However, any such rolls are still assumed to have occurred simultaneously.

ROUNDING UP

Whenever the rules tell you to divide the total of a number, such as halving a die roll, model characteristic, etc., and the result is a fraction, always round that fraction up.

For example, if your model must halve its Movement characteristic of 5, the result would be 3. Similarly, if your force starts the game with 11 units, it would only be considered under 50% of its starting strength once it has lost 6 or more units.

STANDARD DICE

Maelstrom's Edge uses only the familiar 6-sided die, referred to as a D6. The result required for a successful roll, such as a roll of 4 or more, is often abbreviated as "4+".

If you are required to roll a D3, roll a D6 and halve the result, rounding fractions up.

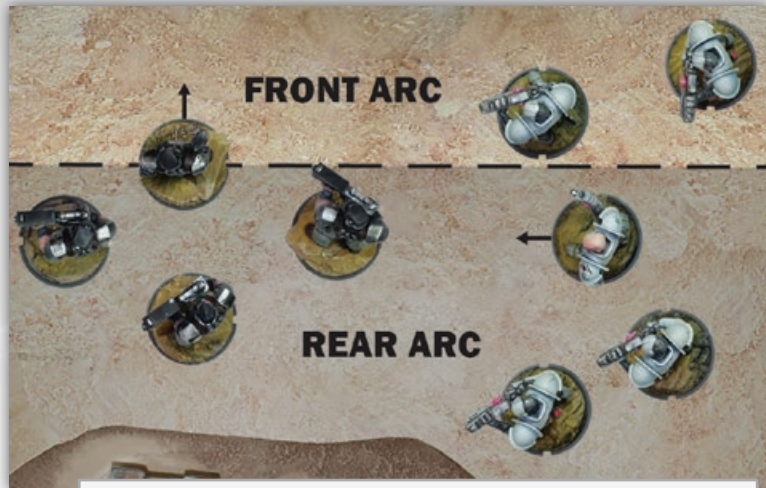
Occasionally, the rules require you to roll multiple dice together, such as "2D6" (two D6s) or "3D3" (three D3s). This is a *multi-dice roll* and it means you roll that many dice and add all their results together to get a single grand total.

UNIT ARCS

Units have a front and rear arc, which is defined solely by the front/rear arc of its squad leader, representing the area of the battlefield the unit is focusing on. All models in a unit must always face the exact same direction as their squad leader. If you discover that some of the models in your unit aren't facing the same direction as their squad leader, immediately pivot them to the proper facing. If your unit is required to face another unit, first pivot your squad leader to face the other unit's squad leader, then pivot all other models in your unit to match their squad leader's facing.

In order for an enemy unit to count as being within the rear arc of your unit, the enemy unit must have at least half of its models, including the squad leader, at least partially within your unit's rear arc.

If a unit's squad leader is not on the table, such as when inside a building/transport, that unit does not have a rear arc.

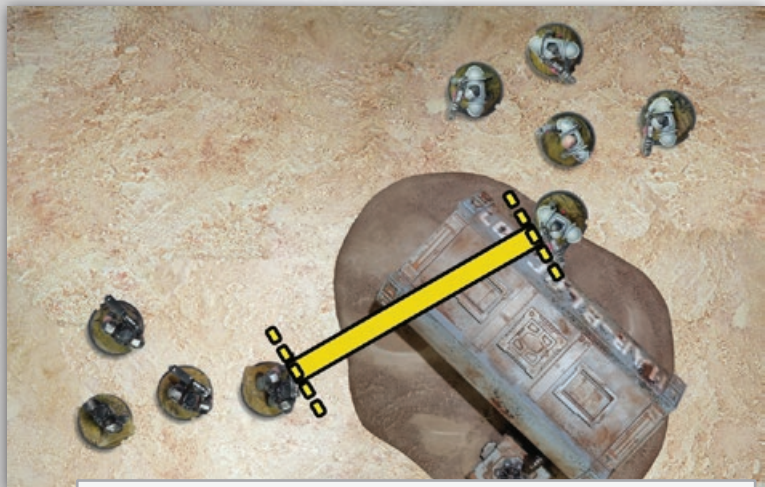


The Karist Troopers (right) are in the rear arc of the Contractors, as at least half their models and their squad leader are both within the Contractor squad's rear arc.

MEASUREMENTS

Measurements are made in inches ("), using a tape measure. You are free to measure distance at any time. Use the closest edge of a model's base to measure distance to and from it. If a model doesn't have a base, then simply measure from the closest point of the model. When measuring distances to or from a unit, measure only from the closest model in the unit to the object you're measuring to.

If a model or unit needs to be **within** a certain distance, then **if any part of the model or unit is within that range, they qualify**. Only when the rules actually specify that a model/unit has to be wholly/entirely within an area does the full model/unit need to be within that range.



Measure to & from the closest model in the unit, even when that model is completely out of line of sight.

IN CONTACT

A model is considered to be in contact with an object if any part of the model's base touches it. For a model without a base, it is considered to be in contact with an object if any part of the model touches it. A unit is considered to be in contact with an object if at least one of its models is in contact with the object.

MOVING A UNIT

In order to move a unit, first move **only** the unit's squad leader, measuring distance along the path the squad leader travels (as opposed to just measuring a straight line between where it starts and ends its move). A squad leader's movement can pass freely through friendly standard-sized models, but may not pass through large models, enemy models or through the gaps between enemy models that are part of the same unit. A moving model can never end its move on top of another model, and may not typically end its move in contact with an enemy model, though certain types of move, such as a charge, allow this.



A squad leader's movement is measured via the path the model moves.



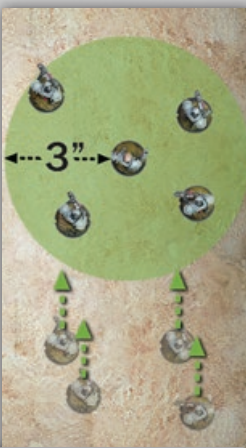
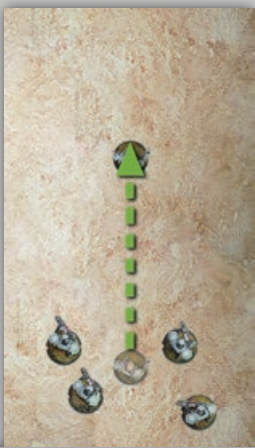
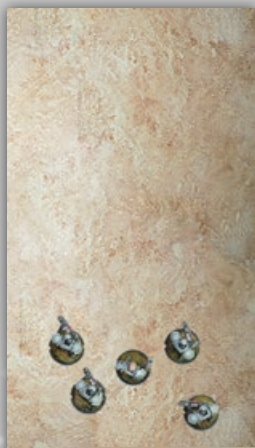
A squad leader's movement cannot pass through the gaps of an enemy unit.

Once you've finished moving the unit's squad leader, place the rest of the unit's models in coherency, facing the same direction as their squad leader. These additional models still count as having moved, and therefore must be placed in a valid position (as described on page 22). Movement distance is only measured for the unit's squad leader, not for the additional models which are placed afterwards.

See **TERRAIN**, starting on page 22, for details on how terrain features impact movement.

UNIT COHERENCY

When all models in a unit are within 3" of their squad leader, the unit is in coherency. A unit must end any move it makes in coherency, or as close as possible. When you activate one of your units that is out of coherency it **must** perform a movement action to regain coherency, if possible.



The squad leader is moved, and then the rest of the unit is placed within coherency.

DICE ROLL MODIFIERS

A dice roll sometimes has modifiers that apply to the result rolled. When this occurs with a multi-dice roll, always add the total of all the dice rolled together before applying these modifiers. For example, a "2D6-2" roll would mean that you would roll 2D6, and add the results of both dice together before subtracting 2 from that total (meaning a possible result between 0 and 10).

NATURAL ROLL

A *natural* roll is the result of a die roll before any type of modification (dice flips, modifiers, etc.).

ROLL-OFFS

When you have to *roll-off*, such as with the roll for priority each turn, both you and your opponent roll a D6 and whoever rolls highest wins. If the result is tied, roll again as needed until one of you wins.

RE-ROLLS

When you are allowed to *re-roll*, it means replacing the result of that roll, along with any effects caused by it, with a new result. Once the re-roll is made, there is no going back, even if the result is worse! A single die can never be re-rolled more than once. If a multi-dice roll is re-rolled, then **all** of the dice must be re-rolled if any of them are.

SUPPRESSION

Unit disorientation and degradation is represented via a unit's *suppression level*, which starts at level 0, and can be raised to a maximum of 6. When a unit's suppression level is anything above 0, it must be marked with a token kept next to the unit (a specially colored die is perfect for this). Each suppression level beyond the maximum that a unit is required to gain instead results in one model in the unit suffering an automatic injury. A unit's suppression level may never be lowered below 0.

The main effects suppression has on a unit are to degrade its SKL while shooting and prevent it from taking cover effectively when it is fired upon by the enemy, both of which are covered fully later.



A squad of Epirian SecDef troops at Suppression Level 1, marked by the yellow die.



CHARACTERISTICS

Models have characteristics that represent how well they can move, fight, etc., listed on their *model profile*. With a few exceptions, the higher a characteristic value is, the better the model performs.

MODEL PROFILE

- **MV (Move)** – The distance in inches the model is able to move.
- **EVS (Evasion)** – How difficult it is for the enemy to hit this model.
- **SKL (Skill)** – The model's fighting skill, both at range and in close quarters fighting.
- **AV (Armor Value)** – The strength of the model's armor.
- **CQA (Close Quarters Attacks)** – How many attacks the model makes with a melee weapon.
- **FOR (Fortitude)** – The model's ability to keep fighting as it takes damage. When its FOR reaches 0, the model is removed as a casualty.
- **WP (Willpower)** – The model's mental acuity and ability to stay cool under fire.
- **Model Type** – Details the model's type (infantry, vehicle, etc.).

Characteristics sometimes have two values, one of which is in parentheses. This denotes that the model has an ability that regularly modifies the characteristic. For example, a model with SKL 2 that has the **MARKSMAN (+2)** ability, which gives it +2 SKL while making shooting attacks, will often have its SKL characteristic listed as: "2(4)". The value outside of the parentheses is the unmodified characteristic value.

WP TEST

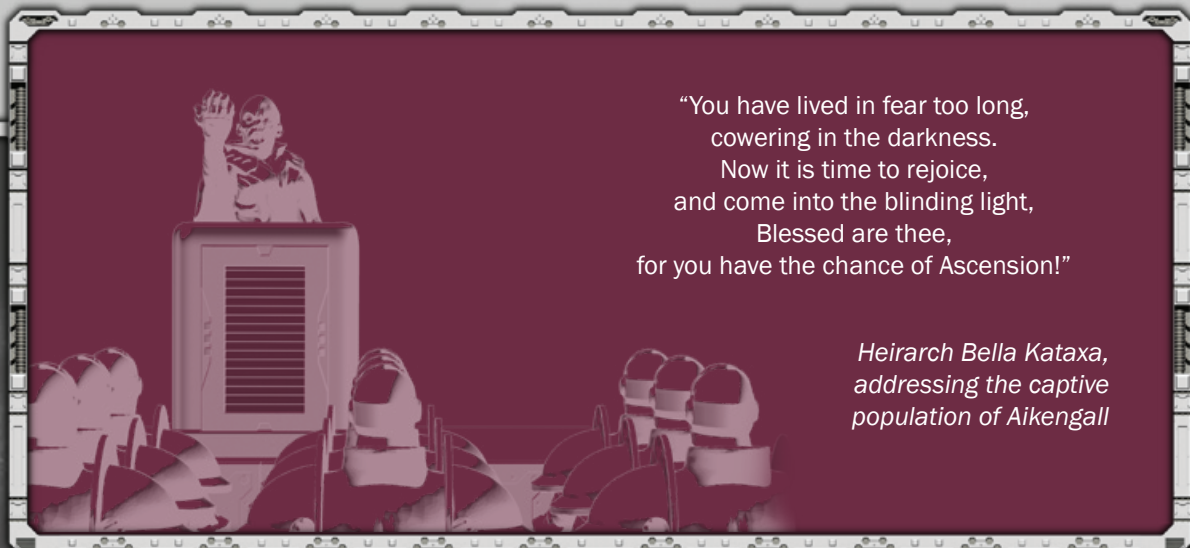
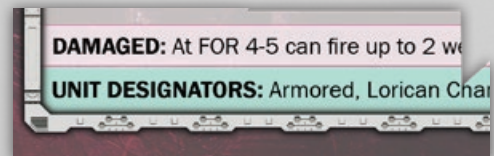
A model's WP characteristic is a value with a "+" after it, such as "3+", "4+", etc. When your unit is required to take a WP test, roll a D6. If the result equals or exceeds your squad leader's WP characteristic, then your unit has passed the test. A natural result of 1 always fails and a natural result of 6 always passes. If the WP characteristic is listed as "-", then the WP test is automatically passed.

If a specific model is required to take a WP test, then use that model's WP characteristic instead of the squad leader's WP to take the test.

DAMAGED

Some models, particularly large and powerful ones, have special damaged rules that explain how their capabilities degrade as they suffer injuries and their FOR characteristic is reduced. Note that if a model has multiple damaged tiers specified in their unit entry,

these are never cumulative, only the tier that corresponds to the model's current FOR is applied. In addition, damaged penalties apply only so long as the model's FOR is within a stated tier. If a model is able to heal some injuries and raise its FOR outside of that damaged tier, then the associated penalties are lifted.



"You have lived in fear too long,
cowering in the darkness.
Now it is time to rejoice,
and come into the blinding light,
Blessed are thee,
for you have the chance of Ascension!"

*Heirarch Bella Kataxa,
addressing the captive
population of Aikengall*

SHOOTING

ROUND OF SHOOTING

ROUND OF SHOOTING STEPS:

1. Nominate a Target (page 16)
2. Determine Number of Shots (page 16)
3. Roll to Inflict Hits (page 17)
4. Resolve Special Defense (page 18)
5. Roll for Armor (page 18)
6. Remove Casualties (page 19)
7. Raise Suppression Level (page 19)



1. NOMINATE A TARGET

Pick a single enemy unit to be the target of your unit's firing. In order for this to be a *valid target*, it must be within line of sight of your firing unit.

LINE OF SIGHT

When you need to check line of sight, stoop over the table and look from just above your squad leader's head or center mass, imagining that you're seeing from the point of view of the model. You just need to be able to spot **any** portion of any model in the enemy unit, even just a tiny bit, in order to count as having line of sight to that **entire unit**. Line of sight is only checked from the squad leader, as they are responsible for directing their unit's firing. The firing unit **must be able to spot at least one model in the target unit** in order to shoot at it.

ATTACKS WITHOUT LINE OF SIGHT

Some attacks do not require line of sight, as is often the case with artillery and weapons with advanced tracking. When a firing unit is making this type of attack, a target out of line of sight is valid. However, any attacks the firing unit may have which do require line of sight naturally cannot be used against such a target.

RANGE

Weapons have a range (RNG) characteristic listed in their profile, which represents the maximum distance at which they are reliably accurate. Range is always measured from the model closest in the firing unit to the closest model in the target unit, even when those models are out of line of sight of each other. This range then applies equally to all the models in the firing unit; in other words: range is **not** checked separately for each firing model.

- **SHORT RANGE** - When the target is within 6", they are at *short range*. **PISTOL** and **SHORT RANGED** weapons get 1 additional shot when firing at short range.
- **STANDARD RANGE** - When the target is within a weapon's listed range, but not within 6", this is standard range.
- **LONG RANGE** - When the target is beyond a weapon's listed range, they are at *long range*.



2. DETERMINE NUMBER OF SHOTS

A standard-sized model may only fire with a **single weapon per round**, but may choose from amongst any weapons it's carrying. You can elect to have some models in your unit not fire at all. Where choice of a weapon would change what target a unit is able to select (such as a weapon that does not require line of sight), this must be declared before selecting the target.

Each weapon has a SHO (Shots) characteristic, which is the number of shots (dice) the weapon fires during a single round of shooting.

3. ROLL TO INFLICT HITS

Roll a D6 for each shot fired by your unit to determine if it hits or not. This is a *hit roll* and you must equal or exceed the lowest EVS characteristic amongst models in the target unit to score a success. Each success rolled means a single hit is inflicted on the target unit.

CRITICAL RESULTS

A critical result is any roll result of 1 or 6. Critical results often trigger a special ability depending on the circumstance, with the most common being a hit roll result of 6, called a critical hit. When you roll a single critical result that would trigger multiple abilities, you must choose **one** (and only one) of these to apply.

CRITICAL HIT - PERFECT STRIKE

All critical hits may use the perfect strike ability. These shots have been fired with unerring accuracy and cannot be blocked by special defense (cover, fields, dodges, etc.) and non-critical armor blocks, so make sure to keep track of any perfect strikes you manage to achieve.

SKILL DICE FLIPS

Some warriors are better shots than others, represented by the SKL (Skill) characteristic. When making your unit's hit rolls, you may make a number of dice flips up to the highest SKL characteristic amongst models in the firing unit.

SKILL MODIFIERS & SUPPRESSION

A unit's SKL can be reduced by a number of factors, such as when it is on the move or when it is firing at an enemy target that is on the move. In addition, a unit's SKL is reduced by -1 for each suppression level it currently has.

If your unit's SKL is below 0 during a round of shooting, you must remove a number of dice equal to the negative value of your unit's SKL, before rolling to see how many hits they inflict. For example, if your unit had a SKL of -2 during a round of shooting, then you would have to choose 2 dice to remove before rolling to inflict hits. Note that it is entirely possible for a unit to have a SKL so far below 0 that all of its hit dice are removed and it is effectively unable to fire.

WILD FIRING

When a weapon or model is firing *wild/wildly* (also referred to as wild fire/wild firing), this means that they require a hit roll result of 6 to score a success, regardless of their target's EVS. In addition, **abilities that are triggered by a critical hit cannot be used**. The most common instances of wild firing are:

- When a unit performs a Dash action, any shooting they make during that same activation is wild.
- Any weapon attacking a target beyond its standard range fires wildly.
- If every model in the target unit is wholly outside of the firing squad leader's front arc, then the entire unit's shooting is wild fire.



DICE FLIPS

Dice flips allow you to pick up a die you've just rolled, and change that result (by "flipping" the die over to another side). Each dice flip allows you to change the facing of a roll by +1 or -1. For example, if you rolled a die and the result was "3", you could use a dice flip to change that result up to a "4" or down to a "2".

Alternatively, if you have 2 dice flips at your disposal you can use them to either change a single die's result by +2/-2 or the results of two different dice by +1/-1 each.

Changing a non-critical result to a critical, and vice-versa, costs 1 extra dice flip. For example, to change a result of "5" to a "6" costs you 2 dice flips instead of the usual 1.

WIDE OPEN SHOT

In most cases, an enemy target will not be standing still out in the open waiting to be shot, and the standard rules for shooting assume this. However, in the odd case where the firing unit does have a wide open shot to its target, it gains +2 SKL for that round of shooting. A firing unit can only claim a *wide open shot* when the target is **not any** of the following:

- On the move.
- Taking cover.
- Even partially obscured by any bit of terrain or an intervening model. Models in the firing unit and those in the target unit cannot obscure a target.

BLOCKED HITS

When a hit is *blocked* by an armor roll, special defense, or any other method, this means the hit, along with any abilities caused by it, are ignored. The only exceptions are attack abilities that specify they occur “immediately”, in which case the ability persists even if the hit that generated it later gets blocked.

REAR ARC PENALTIES

When firing at an enemy unit from within their rear arc, for the duration of the shooting:

- The target's AV is reduced by -1.
- The target's cover value (if taking cover) is reduced by -1.

4. RESOLVE SPECIAL DEFENSE

A target that is taking cover is protected by the terrain they're touching, while some units have special dodge and/or field abilities. Collectively, these are known as *special defense*, and allow the target to block a number of hits against it each round of shooting. If a target has access to more than one type of special defense, the targeted player must choose which **one** to use during each round of shooting.

The target is able to block a number of hits on it equal to the value of the special defense that is protecting it. For example, if a unit has the **FIELD (2)** ability, then during each round of shooting it can ignore up to 2 hits, chosen by the targeted player.

COVER VALUES & SUPPRESSION

The standard cover value for most terrain is 3 (see **SUGGESTED COVER VALUES** on page 26 for more details), which means a unit that takes cover while protected by such terrain will be able to block up to 3 hits each round of shooting. However, a target's cover value is degraded by -1 for each suppression level it currently has, representing the fact that a heavily suppressed unit panics and does not make good use of their cover.

5. ROLL FOR ARMOR

The targeted player must roll for each hit that wasn't blocked by a special defense, to determine if their unit's armor is able to deflect the shot before it inflicts damage. This is an *armor roll* and if this roll equals or exceeds the PEN (Penetration) characteristic of the weapon that caused the hit, then that hit is blocked by their armor. Remember that a critical hit with the perfect strike ability can only be stopped by an armor roll result of 6, called a *critical armor block*.

ARMOR DICE FLIPS

Some warriors wear better armor than others, which is represented by the AV characteristic. When making armor rolls, the targeted player may make a number of dice flips up to the AV characteristic of models in the target unit. If the unit contains models with different AV characteristics, the targeted player must choose which of these AV characteristics they wish to use. However, when it comes to assigning damage to models in the unit, the models with the chosen AV must be assigned damage before other models in the unit.

If a unit with differing AV characteristics contains an injured model (from a previous round of shooting, for example), then the targeted player **must** choose to use the AV of the already injured model.

SPECIAL DEFENSE COUNTERS

Some attacks provide a counter to special defense, in that each hit from such an attack counts as 2 hits to block instead of 1, but only when blocked by the designated type of special defense. For example, the **PHASE** ability is designed to penetrate fields, which means each phase hit counts as 2 if the enemy blocks it with a **FIELD** ability. Therefore, a unit with the **FIELD (1)** ability cannot use it to block a single **PHASE** ability hit, as doing so would count as blocking 2 hits instead of 1.

6. REMOVE CASUALTIES

Any hits that aren't blocked by special defense or the target's armor must now be applied to specific models within the target unit in order to cause casualties.

ATTACK DAMAGE

Every weapon has a DAM (Damage) characteristic that defines how many points of damage are inflicted onto a model when that hit is applied to them. So, when a DAM 1 hit gets applied to a model, it inflicts a single point of damage. Whereas if the hit is DAM 2, it inflicts 2 points of damage, etc. If any hits have a random DAM value, such as D3, D6, etc., then the firing player rolls to determine the damage for each of these hits before any are applied onto models.

APPLY HITS & REMOVE CASUALTIES

When there is a choice to be made, the targeted player chooses where to apply hits within the target unit. This can be onto any model in the target unit, regardless of whether it is within line of sight, out of range, etc. However, once a model has a hit applied onto it, hits must continue to be applied onto that model until it is removed as a casualty or all hits for the round have been applied.

When a model has a hit applied onto it, its FOR characteristic is reduced equal to the DAM characteristic of that hit. Once a model's FOR reaches 0, it is removed from the game as a *casualty*. Any excess points of damage caused from a single hit beyond what it takes to remove that model as a casualty **do not** carry over onto another model within the unit.

CASUALTY REMOVAL EXAMPLE

An Epirian Contractor has FOR 1, which means any hit applied to the model will cause it to be removed as a casualty. Even if a DAM 3 hit were applied onto the contractor, the excess damage from this hit would not carry over to other models within the unit.

When a model loses 1 FOR, they have suffered an *injury* (and conversely, any effect that inflicts an injury causes the model to lose 1 FOR). If a model already has one or more injuries on it (from a previous round of shooting, for example), then any further hits/injuries on that unit must be applied onto the injured model first. This means that a unit may never contain more than a single model with injuries on it at any given time. When all of a unit's models have been removed as casualties, that unit is *destroyed*.

"Every time you move you better damn well know three things:
Where you're going, where the enemy is, and who's got your back."

Tactical Awareness
Epirian Field Operations Manual

7. RAISE SUPPRESSION LEVEL

As long as a target suffers at least one hit from a round of shooting, even if that hit is later blocked, its suppression level is raised by +1. If one or more models were removed from the target unit as casualties during that round of shooting, its suppression level is raised by a further +1 (+2 levels in total).

DIRECT DAMAGE

Sometimes a unit will suffer automatic hits or injuries outside of a round of shooting. If the automatic hits have a PEN specified, then resolve them via steps 5 & 6 of the shooting rules. If the hits don't specify a PEN, then resolve them via step 6 of the shooting rules. For automatic injuries, the targeted player chooses where to allocate them as usual, keeping in mind that a unit may never contain more than 1 injured model at a time.

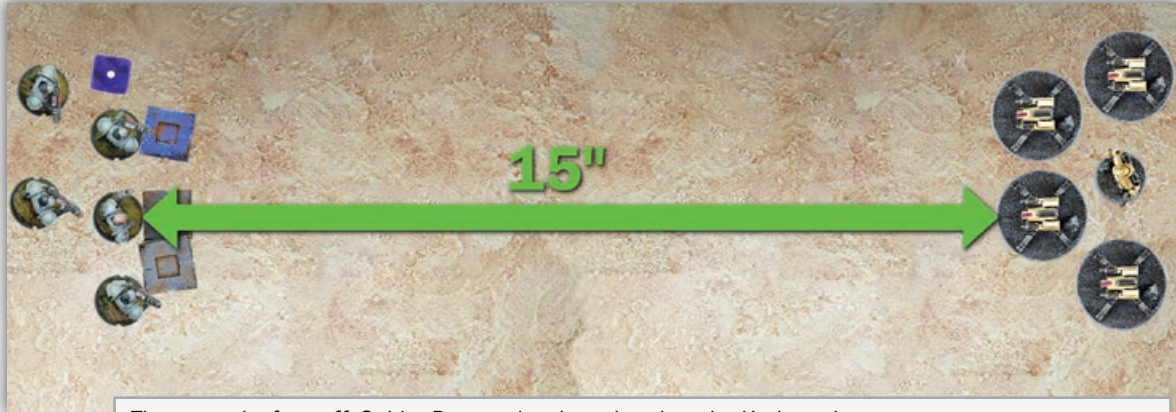
HEAL INJURIES

In certain situations a model is able to *heal* an injury. For each injury healed, raise the model's FOR by 1, to a maximum of its starting FOR value.

Although the term *injury* is used to describe serious damage a model suffers, in the case of a robot or vehicle this represents a malfunction or debilitating operational damage.

ROUND OF SHOOTING EXAMPLE

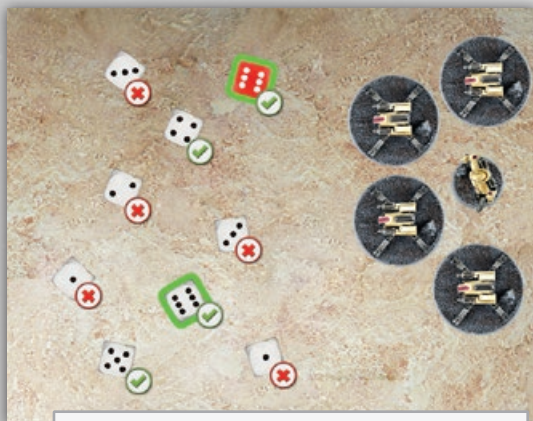
Danielle's unit of Spider Drones is performing a Fire action and she has nominated Matt's unit of Karist Troopers as their target. Danielle first checks that the Troopers are within line of sight of her squad leader (the Apprentice Handler) and that they are only 15" away, well within the standard 18" range of her Drone Class Machine Guns and the 24" range of her Apprentice Handler's Maglock Dominator Pistol.



The two units face off, Spider Drones drawing a bead on the Karist unit.

Drone Class Machine Guns are SHO 2, and therefore she will make 2 hit rolls for each Spider Drone, 8 (white) dice in total. Whereas the Maglock Dominator Pistol is only SHO 1, and therefore only adds 1 more (red) die. The targeted Troopers have EVS 4, which means she must roll 4+ to score hits. For the 8 Machine Gun shots she rolls: "1", "1", "2", "3", "3", "4", "5" and "6" and for the Dominator Pistol, she rolls a "6". So 3 hits for the Machine Guns and 1 for the Dominator Pistol.

However, Spider Drones have SKL 2, which means Danielle has 2 dice flips available to her. She decides the best way to use them in this situation is to flip the two rolls of "3" up to "4"s, thereby giving her a new total of 5 Machine Gun hits.



4+ is needed to hit. The "6" results are perfect strikes.



2 misses are flipped to hits using the unit's SKL.

The cybel tunnel we'd used to arrive in the Calexis system was showing imminent signs of instability. The gate, still hanging back in orbit around the giant, was transmitting emergency warning pulses.

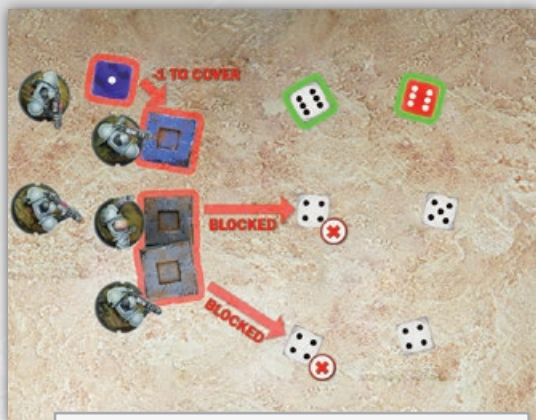
"That isn't good," I admitted, then clenched a fist and hammered the console. "Of all the times!"

We knew the risks. Cybel tunnel instability was a known consequence of Maelstrom encroachment, but under ordinary circumstances we ought to have been able to count on weeks of safe usage before it began to give off the anticipated warning signs.

"Sometimes," I heard myself say, "it only takes one ship to kink the tunnel a little too far. We may have been that ship."

Excerpt from "Remainers" by Alastair Reynolds

Matt is facing a lot of hits on his Troopers, but luckily his unit is taking cover behind some crates. This would normally allow his unit to automatically block 3 hits, but his unit also has a suppression level of 1, which reduces the protection of the cover down to 2. Matt would love to use the cover to block the Dominator Pistol's hit, as it has a higher PEN than the Machine Guns, but Danielle rolled a "6" with the pistol, making it a perfect strike that cannot be blocked by cover. Therefore, Matt settles on blocking 2 of the Machine Gun hits, leaving 3 Machine Gun hits and 1 Dominator Pistol hit.



Protection from cover is reduced by -1 due to suppression. Perfect strikes cannot be blocked by cover.



3+ is needed to block the standard Machine Gun hits, while 6s are needed for the 2 perfect strikes.

But all hope is not lost yet for Matt, as he still gets to see if his Troopers' armor can stop these shots. To do this, he makes an armor roll for each hit and if the roll equals or exceeds the hit's PEN value, it is successfully blocked. The Machine Gun hits are PEN 3, and the Dominator Pistol hit is PEN 4. However, it is important to note that in order to block the 2 perfect strikes, a result of "6" is required. Against the 3 Machine Gun hits, Matt rolls a "1" and "2" and against the perfect strike, a "4". Against the 1 Dominator Pistol perfect strike, he gets lucky and rolls a "6", blocking it!

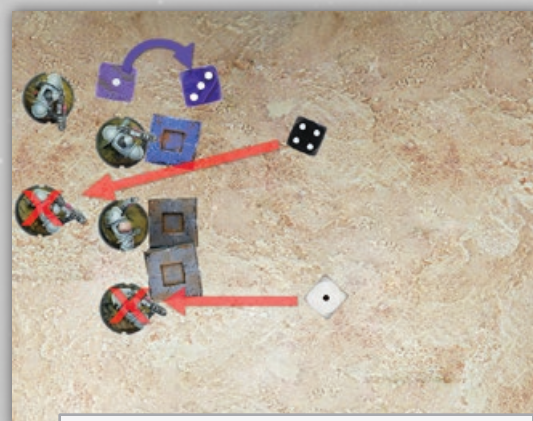
Karist Troopers have AV 3, which gives Matt 3 dice flips for his armor rolls. Unfortunately, because it costs an additional dice flip to change a non-critical result into a critical (and vice-versa), it would require all 3 of Matt's dice flips to either change the "4" into a "6", (to block the perfect strike) or change the "1" result into a "3".

Matt therefore is only able to use 1 of his dice flips to change the "2" result into a "3", blocking 1 Machine Gun hit but leaving 2 remaining.

Matt now has to choose where to apply the remaining 2 hits amongst the models in his unit. Karist Troopers only have FOR 1, so each hit applied to them results in a model immediately being removed as a casualty. Finally, Matt raises his unit's suppression level by +2, +1 level because they suffered at least 1 hit, and another +1 level because they also suffered a casualty.



1 failed armor roll is flipped to a success using the unit's AV.



2 unblocked hits inflict 2 casualties. The unit's suppression level is raised from "1" to "3".

TERRAIN

TYPES OF TERRAIN

When setting up the table before a game, you and your opponent must agree which rules apply to every terrain feature on the table, including deciding their cover value (page 26). There are three main types of terrain:

- **Obstacle:** An *obstacle* is typically a single, solid terrain feature from which a standard-sized model could gain some measure of protection when crouching behind it. Examples: rocks, hills, walls, gun emplacements, fences, crates, barrels, etc.
- **Area Terrain:** *Area terrain* is a single base that typically contains **multiple** terrain elements mounted onto it, representing a much denser, cover-filled area than it appears. Examples: woods, ruins, clusters of rocks or bunches of crates/barrels mounted together on the same base.
- **Building:** a *building* is a special obstacle that has additional rules which allow a unit to enter and leave it.



Obstacle



Area Terrain

TERRAIN EFFECTS

Beyond designating a terrain type for each terrain feature, you may also choose to give it additional terrain effects where you feel it is appropriate.

IMPASSABLE GROUND

Impassable ground is terrain a model cannot move into, through or over. Usually these are large solid objects, like a building or a tall wall, but can also include area terrain features like deep water, lava fields and bottomless pits. Specific portions of a terrain feature can also be designated as impassable, like a pool of toxic chemicals within a woods, or the cliff on one side of a hill.

If an impassable obstacle has a top that is flat enough for a model to be set on it without tipping over, such as the top of a building, then a model which is moving dynamically is allowed to finish its move on top of such terrain, despite it being impassable.



Buildings

VALID POSITION

When a model or unit must move or be placed into a *valid position*, this means it is:

- wholly within the designated play area (on the table).
- not in impassable ground, unless it has an ability allowing it to be in impassable ground.
- not on top of any other model (even partially).
- not touching an enemy model, unless the rules specify otherwise.

DAINGEROUS GROUND

Dangerous ground is terrain that causes minor damage to units moving through it. Instead of deciding that a river of lava, minefield, cliff, etc., is impassable, you may opt to instead make it dangerous ground.

If a unit moves through dangerous ground, including starting or ending its move there, then its suppression level is raised for each instance of dangerous ground it moves through. A unit that is activated while in dangerous ground, but does not move out of it, is still affected by the dangerous ground as though it had moved through it.

When setting up the terrain, you must specify the suppression penalty a unit moving through each instance of dangerous ground will suffer. For example, the standard is “dangerous ground (+1)”, which means a unit moving through it raises its suppression level by +1. In the case of a particularly deadly piece of terrain, you could make it “dangerous ground (+2)”, and so on. In the case of a random dangerous ground penalty, such as “dangerous ground (+D3)”, roll each time a unit moves through it.

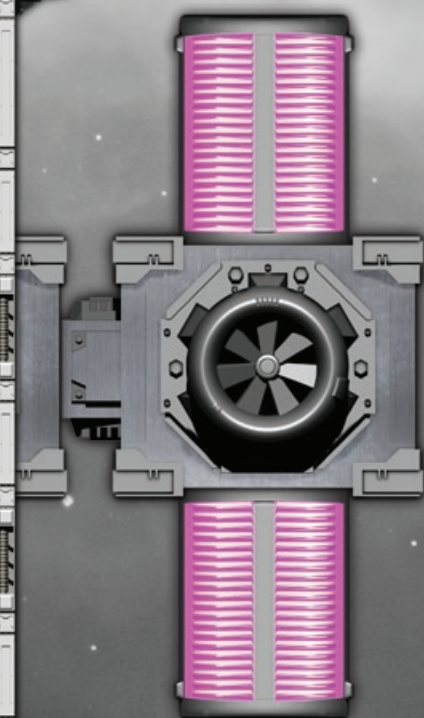
OPEN GROUND

Open ground includes parts of the battlefield that don't contain any terrain features, or any portion of a terrain feature you feel shouldn't protect a unit that takes cover there.



TABLETOP

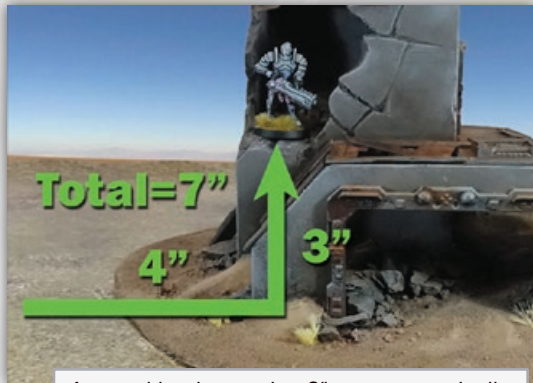
The *tabletop*, or *table*, describes the play area designated for the game, including terrain features. Therefore, a model on a hill is still considered to be on the table, for example.



MOVING THROUGH TERRAIN

When measuring a squad leader's path of movement, ignore any slight changes in elevation it makes as part of its move, instead just measure above the model from a top-down two-dimensional point of view.

However, if the squad leader's movement path takes it vertically up or down 2" or more, then the vertical distance it moves, both straight up and down, must also be counted. The vertical distance for moving over an obstacle less than 2" tall is always ignored.



A squad leader moving 2" or more vertically in area terrain counts that distance as part of its movement.



A squad leader moving over an obstacle that is at least 2" tall counts the vertical distance moved both up and back down it.

Squad leaders are able to move freely through area terrain, including passing right through seemingly solid objects, such as a tree or wall, except for sections of area terrain you have classified as impassable ground.

A model may never end its move in a place where it cannot stand without tipping over or where it cannot fit, even when this means the model is unable to use its full movement distance.

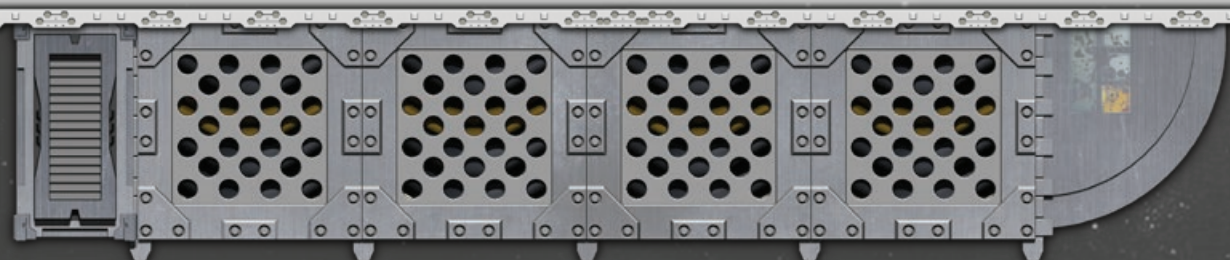


Models cannot finish a move in a position where they cannot stand without tipping over or sliding.

DYNAMIC MOVE

A unit composed entirely of models with the **DYNAMIC MOVE** ability may opt to *move dynamically* (also referred to as a *dynamic move*) anytime it moves. The squad leader of a unit moving dynamically passes freely through all intervening models and terrain as though they were not there, and ignores any vertical distance it makes while moving onto or off of tall terrain.

Note that even though a unit moving dynamically ignores intervening terrain and models **while** moving, it still may not end its move in a normally disallowed position, such as in impassable ground, etc., and the unit is still affected by dangerous ground that it starts or ends its move in.



LINE OF SIGHT & TERRAIN

Obstacles block line of sight exactly as they appear on the table: if you are able to spot an enemy model through or over an obstacle, then your unit has line of sight to them.

Area terrain represents a much denser grouping of terrain than is actually seen on the tabletop. Therefore, line of sight cannot be drawn from outside an area terrain feature and pass entirely through it to see models on the **other side**.

However, when checking line of sight to/from models that **are in area terrain**, ignore the individual terrain elements on the area terrain feature. Therefore, as long as a model is even partially in a piece of area terrain, it can freely see out of that terrain and likewise it can be spotted from outside, regardless of how densely the area terrain is actually filled with walls, trees, etc. A unit with at least one of its models in area terrain never counts as being a wide open shot.



The Karist Trooper is able to draw a line of sight to the Contractor standing in the area terrain. He cannot, however, draw a line of sight through the area terrain, and therefore cannot spot the Contractor standing behind it.

"Pink and purple cross the sky; To set us free, so we can fly!"

Children's rhyme, possible Karist origin.

LOW AREA TERRAIN

Some area terrain doesn't contain any individual raised elements. These are *low area terrain*, and while a unit is protected by them while taking cover, low area terrain does not block line of sight through the feature as standard area terrain does. Examples: craters, rivers, etc.



TAKING COVER IN TERRAIN

For a unit that is taking cover to be protected by an obstacle, at least half of the models in the unit, including the squad leader, must be touching that obstacle or its base.

FLAT OBSTACLE

Normally, a model standing on top of an obstacle while taking cover will benefit from that obstacle's protection. However, if the top of an obstacle is very flat and open, such as with a flat hilltop, when setting up the table you can choose to designate the top of such an obstacle as open ground, which means that a model standing on top of that obstacle does not count as touching it for the purposes of taking cover.



For a unit that is taking cover to be protected by area terrain, at least half of the models in the unit, including the squad leader, must be at least partially within that area terrain.

Note that due to casualties being removed from a unit, it is entirely possible for a unit that is taking cover to lose (or gain) the protection of a particular terrain feature's protection.



SUGGESTED COVER VALUES

Below is a list of suggested cover values for typical terrain. As always, you should feel free to assign a particular terrain feature a different cover value than what is listed if you and your opponent agree it should offer more or less protection based on its appearance:

- **Light - cover value 2:** Cover that can conceal a target, but doesn't offer much in the way of physical protection. Examples: water, bushes and chain-link fences.
- **Regular - cover value 3:** Solid cover that both visually impairs the firer and offers physical protection against projectiles. Examples: buildings, ruins, woods, hills, barrels, crates, craters and wreckage.
- **Heavy - cover value 4:** Cover specifically designed or fortified to resist weaponry. Examples: bunkers, emplacements, gun nests and trenches.

BUILDINGS

ENTERING/EXITING A BUILDING

When taking a Move or Dash action, you may elect to have your unit enter an unoccupied building if its squad leader is able to reach the building. Remove the models entering a building from the table and set them aside. For all game purposes these models are considered to be physically inside the building.

If a unit inside a building performs a movement action, it must exit the building. When moving a unit out of a building, first place the unit's squad leader touching the building, then measure its move normally from there. If the squad leader cannot be placed touching the building for any reason, then the unit may not exit the building.

A unit that is inside a building may use a Move action to move up to the roof of the building (assuming the unit will fit up there), and similarly, a unit that is on top of an unoccupied building may use a Move action to move back inside of it.

If you don't feel units should be able to enter into a particular building, instead classify it as either a standard obstacle (which will still allow units to climb onto its roof) or an impassable obstacle (which will prevent units from climbing onto its roof).

UNITS INSIDE A BUILDING

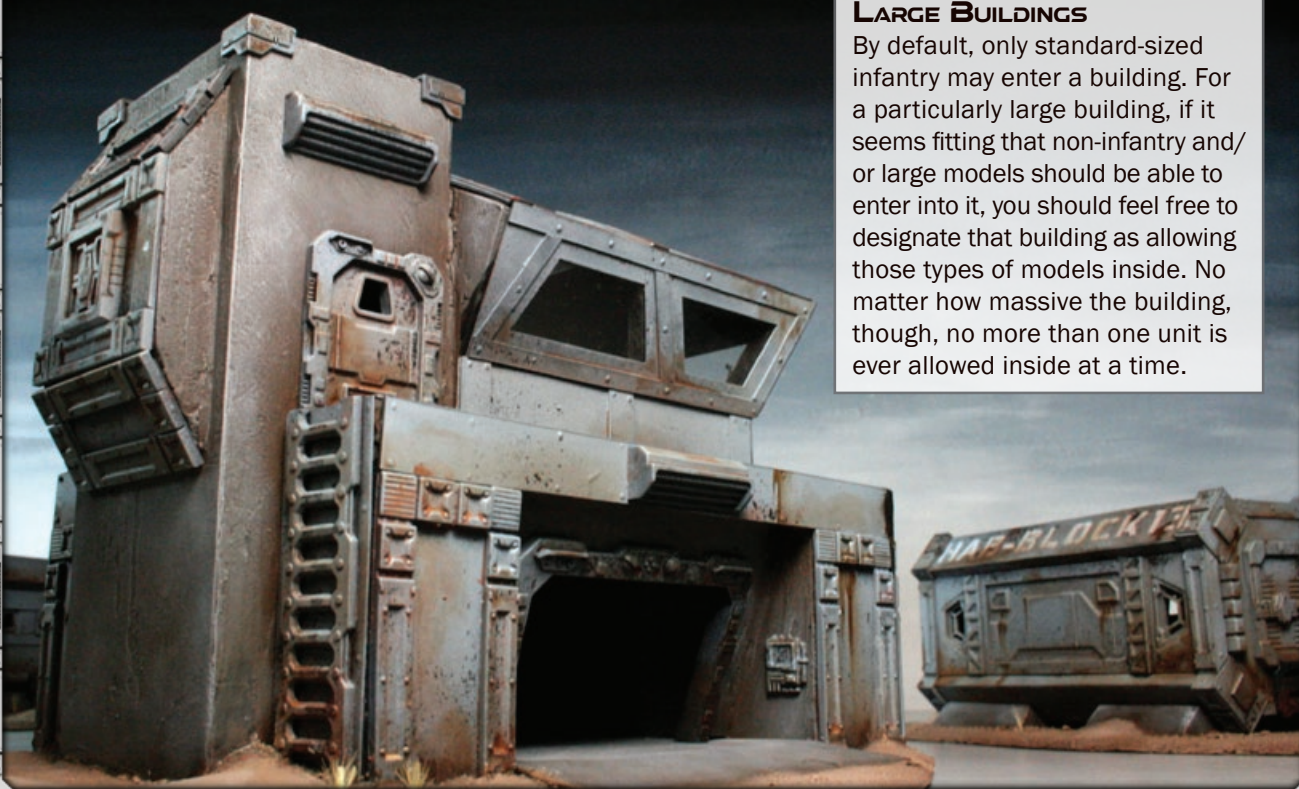
A building has the capacity to hold **a single unit composed of any number of standard-sized infantry models**. While inside, measurements required to/from a unit/model inside the building are instead measured to/from the closest edge of the building. Measurements to/from a building (including a unit entering/leaving the building) never include the building's base, if it has one.

A unit inside a building may make shooting attacks as normal, checking line of sight from any point of the building instead of from the squad leader.

A unit inside a building can be shot at by the enemy. If the attacking unit can draw line of sight to any part of the building, then it counts as having line of sight to the unit inside. A unit inside a building never counts as being a wide open shot, but isn't otherwise protected by being in the building unless it is taking cover.

LARGE BUILDINGS

By default, only standard-sized infantry may enter a building. For a particularly large building, if it seems fitting that non-infantry and/or large models should be able to enter into it, you should feel free to designate that building as allowing those types of models inside. No matter how massive the building, though, no more than one unit is ever allowed inside at a time.



UNIT ACTIVATION

ACTIONS

When a unit is activated, it may perform up to 3 actions.

FREE ACTION

An active unit is sometimes able to take a *free action*. Free actions do not count towards any limit of actions they are able to perform during their activation. If a free action does not specify a type (movement, status or shooting), then it can be performed at any point during the unit's activation.

MOVEMENT ACTIONS

Restrictions: A unit may not perform more than one movement action during its activation, and it may not perform a movement action if it has already completed a shooting action during that same activation.

MOVE

Your active unit may move up to a number of inches equal to the lowest MV characteristic amongst models in the unit.

DASH

Your active unit may move up to a number of inches equal to **double** the lowest MV characteristic amongst models in the unit.

Restrictions: A unit that dashes can only fire wildly during that same activation.

CHARGE

Your active unit may move up to a number of inches equal to **double** the lowest MV characteristic amongst the models in the unit. Declare a single enemy unit within this distance as the *charge target* before starting your move. Make sure you check your unit's position in relation to the charge target (whether starting in the charge target's front or rear arc), as this will matter for both the subsequent Defensive Fire (page 31) and CQ Fighting (page 30). Your unit's squad leader, and as many other charging models as possible, must end this move in contact with the charge target. Once your unit successfully charges, the target immediately gets to perform a Defensive Fire action (page 31) against your charging unit.

Restrictions: A unit inside a building/transport may not be charged. A unit arriving from reserve may not perform a Charge action.

STATUS ACTIONS

Restrictions: A unit may not perform the same status action more than once during its activation.

AIM

Your active unit gains +2 SKL for the duration of that activation.

ON THE MOVE

If your active unit's previous action was a Move, it gains 1 On the Move token. If your active unit's previous action was a Dash, it gains 2 On the Move tokens. Remove these tokens the next time the unit activates or gains any Cover tokens. A unit with any On the Move tokens is considered to be *on the move* and:

- it may immediately make a bonus move, up to +1D3" for each On the Move token it has.
- when shooting, the unit suffers -1 SKL for each On the Move token it has.
- enemies targeting a unit on the move suffer -2 SKL for each On the Move token the target has.

Restrictions: On the Move may only be performed by an active unit immediately after it completes either a Move or Dash action. A unit inside a building/transport cannot be on the move.

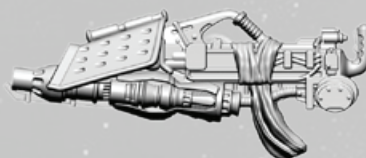
TAKE COVER

Your active unit gains 1 Cover token. Remove any Cover tokens the next time the unit activates or gains any On the Move tokens. A unit with any Cover tokens is considered to be *taking cover* and:

- is protected by the terrain it is touching when attacked (page 26). If the unit taking cover is not protected by an actual terrain feature, then it counts as being protected by a terrain feature with a cover value of 1.
- if it has more than one Cover token, it gains +1 to its cover value for each additional Cover token it has beyond the first.

EXTINGUISH

Remove up to 2 Burn tokens from this unit. This action may be performed multiple times during the same activation.



SHOOTING ACTIONS

Restrictions: A unit may not perform more than one shooting action during its activation.

FIRE

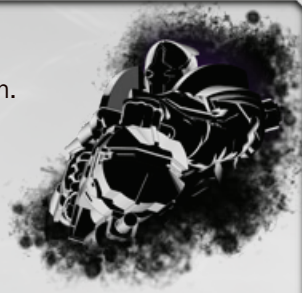
Your active unit fires a standard round of shooting (page 16).

SUPPRESSIVE FIRE

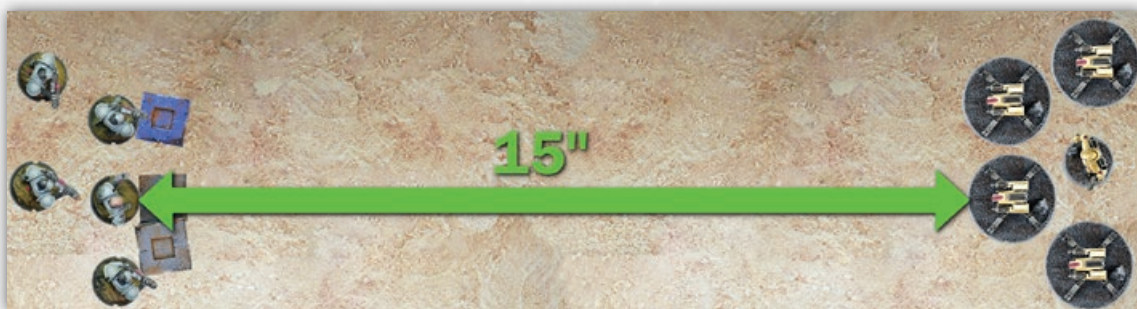
A valid enemy target must be chosen and only weapons within standard/short range may be used. Your active unit fires a modified round of shooting: hit rolls are not made (SKL modifiers are ignored) and hits/damage are not caused. Instead, as long as the target is within standard/short range of at least one weapon being fired, its suppression level is automatically raised by +1 and:

- The firing unit makes 1 *suppression test* for each weapon being fired. A suppression test is a single D6 roll. If the result of the roll equals or exceeds the weapon's SUP (Suppression) characteristic, then the test is passed. A natural result of 1 always fails and a natural result of 6 always passes.
- The target unit must then take a WP test for **each** suppression test that was successfully passed.
- For each WP test the target fails, its suppression level is raised by +1 additional level.

If a weapon's SUP characteristic is listed as "-", then it cannot be used during a Suppressive Fire action.



SUPPRESSIVE FIRE EXAMPLE



Matt's unit of Karist Troopers is performing a Suppressive Fire action against Danielle's unit of Spider Drones. His unit contains a Quintarch and 3 Troopers armed with Pulse Carbines, plus 1 more Trooper armed with a Ripper Energy Grenade Launcher. The Spider Drone unit is within 18", meaning all of these weapons are within range and therefore can be used.

The Spider Drones automatically have their suppression level raised by +1, just for being the target of Suppressive Fire. In addition, Matt rolls a D6 for each of his firing models, needing to equal or beat the SUP characteristic for each firing weapon to score a success. Pulse Carbines are SUP 5+ and Ripper Energy Grenade Launchers are SUP 3+, therefore requiring rolls of 5+ and 3+ respectively to succeed. For the 4 Pulse Carbines, he rolls "1", "2", "5" and "6" and for the Energy Grenade Launcher he rolls a "3", equaling 3 successes in total.

Danielle now has to take a WP test for each of these 3 successes, looking to equal or beat her squad leader's WP of 4+ with each roll. She rolls "1", "3" and "6", failing 2 out of the 3 rolls. The Spider Drone's suppression level is therefore raised a further +2 levels (+3 levels overall).



To succeed, Pulse Carbines need 5+, while the Grenade Launcher requires only a 3+.



The Drones need a 4+ to cancel each successful Suppression roll.

CQ FIGHTING

The active unit fires a modified round of shooting against the enemy unit it is in contact with:

- Only melee and pistol weapons can be used.
- The target is always at short range, and is never considered to be a wide open shot.
- Rear arc penalties only apply if the shooting unit **started its charge move** in the target's rear arc (not the location it is currently firing from). If the shooting unit did not perform a Charge action this turn (e.g., it started its activation already in contact with the target), then the attacks automatically count as hitting the target's front arc, and the target does not benefit from any Cover tokens it may have.

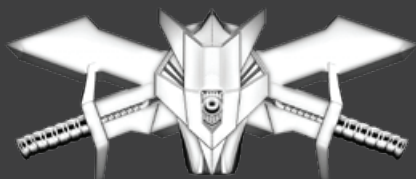
Restrictions: CQ Fighting may only be performed by a unit that is in contact with an enemy unit.

MELEE WEAPONS

A melee weapon's range is listed as CQ, indicating that it can only be used during CQ Fighting. A hit by a Melee weapon counts as 2 when blocked by cover.

MELEE SHOTS CHARACTERISTIC

If a melee weapon's SHO characteristic is listed as "CQA", it is equal to the model's CQA characteristic. If its SHO is instead listed as a modifier, such as "+2" or "-1", then add that modifier to the model's CQA. For example, if a model with CQA 1 is using a melee weapon that has a SHO of "+1", this means you make a total of 2 hit rolls for it.



SECONDARY CQ WEAPON

If a model is armed with at least two melee weapons, or a melee weapon and a pistol, it gets a +1 SHO bonus during CQ Fighting for the weapon it chooses to attack with. Models that are able to attack with multiple weapons during CQ Fighting (such as large models), do not get the +1 SHO bonus for having a secondary CQ weapon.

UNARMED

If a model has no melee or pistol weapons, it may still attack in CQ Fighting using the following weapon profile:

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE
Unarmed (standard model)	CQ	CQA	3	1	-	Melee
Unarmed (large model)	CQ	CQA	4	1	-	Melee

Consolidation: *Status action* - Your active unit may make a bonus move up to a number of inches equal to half of the lowest MV characteristic amongst models in the unit, and this may be used to contact the enemy, if desired. This action may be performed while in contact with the enemy.

Restrictions: Consolidation may only be performed by an active unit immediately after completing a CQ Fighting action. Consolidation may not be used to move into contact with more than one enemy unit at the same time.

CQ FIGHTING RESULTS

CQ WP TEST

CQ Fighting is particularly brutal, with the potential to drive its target back. If at least 1 injury is caused by CQ attacks, the target must take a CQ WP test after the round of CQ Fighting is completed. A CQ WP test is exactly the same as a normal WP test, but with a -1 modifier. **If this test is failed, the unit must retreat.**

RETREAT

- A retreating unit first raises its suppression level by +1.
- A retreating unit may then move up to a number of inches equal to **double** the lowest MV characteristic amongst models in the unit, or it may opt to remain stationary.
- Models cannot end a retreat move further away from their reserve table edge than where they started.
- After retreating (whether it moved or not), raise the unit's suppression level by +1 for each enemy unit within 12", increased to +2 if the enemy unit is within 6".
- If retreating from a failed CQ WP test, the retreating unit may move freely through the enemy unit that just attacked it, as if those enemies were not there.

IN CONTACT WITH THE ENEMY

While enemy units are in contact with each other **they are still valid targets for other units to shoot at**, but are never considered to be a wide open shot..

While in contact with the enemy, a unit may **only** perform the following actions:

- A movement action.
- Those actions that specify they may be performed while in contact with the enemy (for example, CQ Fighting).

DEFENSIVE FIRE

Defensive Fire is not performed by a unit during its activation. Instead, it is a free shooting action automatically triggered in specific situations, with the most common being:

- When a unit is charged.
- When a unit is targeted by a Hit & Run attack (see page 37).

In all cases, Defensive Fire interrupts the activation of the unit that triggered it, allowing the other side to fire a modified round of shooting:

- The target must be the enemy unit that triggered Defensive Fire.
- The target automatically counts as being visible, at short range, and hit in their front arc. The target is never considered to be a wide open shot and cannot benefit from being on the move or taking cover.
- The shooting unit suffers a -1 SKL penalty during Defensive Fire. As usual, if all enemy models in the target unit are wholly out of the firing squad leader's front arc, it is also considered wild fire. However, this is determined by the position of the defensive fire target at the **start** of this action, not its current position.

After Defensive Fire is complete, the original unit resumes its activation (assuming it wasn't destroyed by the Defensive Fire, of course). Note that a unit cannot perform Defensive Fire while in contact with an enemy unit, except against a single enemy unit that just charged it.



RECOVERY

After an active unit has completed its last action for that activation, it may attempt to lower its suppression level by performing one of the following:

SHAKE-OFF

Take a WP test for your active unit. If passed, lower its suppression level by -1.

REGROUP

Your active unit's suppression level is lowered to 0.

Restrictions: A Regroup may only be performed by a unit that is taking cover, more than 18" away from all enemy units and did not perform **any** shooting action during their activation.

MODEL TYPE

MODEL TYPES

All models are classified as one of the five model types below.

INFANTRY



Karist Troopers

Infantry are standard (non-large) models. There are no additional infantry-specific abilities.

BIKES



Broken Biker

For every full 2" a bike unit squad leader ascends or descends vertically during a move, that unit's suppression level is raised by +1. For example, if a bike unit squad leader moves over a 2" tall obstacle, their unit suppression level is raised by +2: +1 for going up 2", and another +1 for going back down 2".

TOKEN MODELS

Some models, such as the Micro-Drones which accompany Epirian Bot Handlers, do not have a profile of characteristics. Such models are considered to be tokens (meant to visually represent equipment/abilities) and therefore do not impede movement, block line of sight, or count as a model in any capacity. To avoid confusion, they should be kept in coherency with the model they belong to, where possible.

SWARMS



Kaigus Pact Krii

During casualty removal, each hit applied to a swarm model reverts to being DAM1, regardless of what DAM value the hit actually was. No modifier or other ability can subsequently improve this.

Intervening swarm models are always ignored when determining whether or not a target is a wide open shot, unless the target unit is also wholly composed of swarm models.

When calculating the SHO characteristic of an Area of Effect (AoE) weapon against swarms, each swarm model counts as being a number of models equal to their current FOR characteristic. For example, if models in a swarm unit are FOR 3, then they would each count as being 3 models when calculating AoE attacks against them.

BEHEMOTHS & VEHICLES

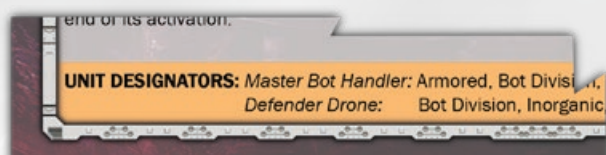


Broken Gnolti

Behemoths & vehicles are large models and have a dedicated rules section starting on page 34.

DESIGNATORS

Models/units always have one or more *designators*. Most designators don't have a specific rule associated with them, but instead just denote whether or not a model/unit is affected by an ability, special rule, etc. As long as a unit contains at least one model with a particular designator, then it is also considered to have that same designator. For example, if a unit has at least one model with the "**ROBOT**" designator, then it is considered a **ROBOT** unit and is affected by any ability that affects **ROBOT** units.



Both the **CHARACTER** and **SOLO** designators have specific special rules associated with them, as detailed below:

CHARACTER

A **CHARACTER** model represents a heroic individual who may fight as a *lone character* (on their own, as a stand-alone unit), or join a friendly unit for the game (see **CHARACTERS JOINING A UNIT** below). When operating as a lone character, the enemy may not target the character while there is another valid target within 3" (excluding another lone character), unless the firing unit is within short range.

CHARACTERS JOINING A UNIT

When deploying your force, you may opt to join a **CHARACTER** to a friendly unit, including one in reserve, instead of deploying it as a separate unit. If you join a **CHARACTER** to a unit, you must declare this to your opponent. When a **CHARACTER** joins a unit, it assumes the role of squad leader.

A **CHARACTER** joined to a unit counts as being part of that unit for the rest of the game, except when it comes to a mission objective that involves destroying units. For example, if a unit that has a joined **CHARACTER** is destroyed except for the character, this would still count as 1 unit destroyed for mission objective purposes. Similarly, if both the **CHARACTER** and the unit were both destroyed, then this would count as two units having been destroyed for mission objective purposes. When a unit and its joined **CHARACTER** are both destroyed, the two may **not** be returned to play together as a single reinforcement.

No more than one **CHARACTER** may join the same unit. A **CHARACTER** may never join a unit with a different model type than its own.

COMMAND (X)

Your models with the **COMMAND** ability generate (X) number of additional CPs into your command point pool each turn during the command phase. Command models that have been removed as a casualty or are in reserve are ignored for this purpose.

The standard range for the **COMMAND** ability (also known as *command range*) is 18", measured directly from the command model itself, even when they are part of a multi-model unit.

At any point during a command model's activation, it may issue an order to a friendly unit within its command range, including itself. Issuing an *order* just means expending 1 CP from your command point pool and, in return, reducing the suppression level of the unit receiving the order by -1.

A command model **cannot issue more orders than its command value per turn**, so a "**COMMAND (2)**" model can issue a maximum of 2 orders during its activation, though it can issue both of those orders to the same unit, if desired.

A **COMMAND (0)** model generates no additional CPs for your command point pool. They are allowed to issue 1 order during their activation, but their command range is limited to **just their own unit**.

SOLO

A **CHARACTER** may never join a unit that contains any models with the **SOLO** designator. A **CHARACTER** that has the **SOLO** designator itself cannot join friendly units at all (a **SOLO CHARACTER** just benefits from the targeting protections for being a lone character).



ABILITY VALUES

Some abilities have an *ability value* listed after their name within parentheses, such as "Command (1)". When a rule modifies an ability value, all instances of the same value found within parentheses throughout the ability text are similarly modified. For example, if a model with Command (1) has its ability value improved by +1, then all instances of "(1)" found throughout the ability text are changed to "(2)".

LARGE MODELS

LARGE MODEL GENERAL RULES

Vehicles and behemoths are large models. A unit that begins the game with at least one large model is considered a large model unit. When calculating mission objectives, each large model unit counts as 2 units. For example, if a mission objective requires you to keep track of how many units have been destroyed, and you destroy an enemy large model unit, this counts as 2 enemy units having been destroyed. Similarly, if you have to count the total number of units in your force for a mission objective, and you have 5 standard sized units and 1 large model unit, then your force counts as containing 7 units for this purpose.

LARGE MODEL MOVEMENT

When moving a large model squad leader, it may always pass freely through other large models that are part of the same unit.

LARGE MODEL TERRAIN & COVER

Large models are too unwieldy to hunker down and get behind cover as effectively as standard models, and therefore a unit containing at least one large model suffers a -1 cover value penalty when taking cover.

LARGE MODEL SHOOTING

Unlike a standard model, a large model is not limited to firing just a single ranged weapon in each round of shooting and instead may fire all the weapons it is equipped with. However, as a large model suffers injuries, the amount of weapons it is able to fire often diminishes, as specified by the damaged special rule found at the bottom of its unit entry.

When attacking in CQ Fighting, a large model's CQA characteristic is used for each melee weapon it attacks with (not split between them).



VEHICLES

VEHICLE MOVEMENT

For every full 2" a vehicle unit squad leader ascends or descends vertically during a move, that unit's suppression level is raised by +1. For example, if a vehicle unit squad leader moves over a 2" tall obstacle, their unit suppression level is raised by +2: +1 for going up 2", and another +1 for going back down 2".

TRANSPORTS

A model with the **TRANSPORT** designator is able to ferry friendly infantry units around the battlefield in relative safety.

ENTERING/EXITING A TRANSPORT

When taking a Move or Dash action, you may elect to have your unit enter a friendly unoccupied transport if the squad leader is able to reach it. Remove the models entering a transport from the table and set them aside. For all game purposes they are considered to be physically inside the transport. A unit entering a transport that is on the move raises its suppression level by +1 for each On the Move token the transport has.

When moving a unit out of a transport, first place the unit's squad leader touching the transport, then measure its move normally from there. If the squad leader cannot be placed touching the transport for any reason, then the unit may not exit. A unit exiting a transport that is on the move raises its suppression level by +1 for each On the Move token the transport has. If a transport has already moved this turn, then the only movement action a unit exiting that transport may perform is a Move action.

Before removing a transport as a casualty, a unit inside must get out first: place the unit's squad leader on the table touching the transport and the rest of the unit within coherency. The unit then suffers D3 injuries and its suppression level is raised by +1. Only then is the transport model removed. If a unit is unable to exit a transport that is being removed as a casualty, then the entire unit is also removed as casualties.



UNITS INSIDE A TRANSPORT

A transport can carry a **single unit consisting of any number of standard-sized infantry models**. While inside, measurements required to/from a unit/model inside the transport are instead measured to/from the closest edge of the transport. Units inside a transport may not be charged or targeted by shooting (even with weapons that do not require line of sight).

When activated, the only action a unit inside a transport is allowed to make is a movement action (when it wishes to exit the transport). A unit inside a transport cannot shoot, even with weapons that do not require line of sight. A unit inside a transport automatically counts as taking cover for the purposes of Regrouping.



OPEN TRANSPORTS

A model with the **OPEN TRANSPORT** designator is considered a transport (as described above), with the following exceptions:

A unit inside of an open transport is not limited to performing just movement actions. If a unit inside an open transport shoots, this is always wild fire, with line of sight drawn from the transport model.

A unit inside an open transport can be targeted by enemy shooting, with line of sight being drawn to the transport model. If a unit inside an open transport is taking cover, the transport protects the unit as if it were terrain with a cover value of 4. A unit inside an open transport never counts as being a wide open shot.

Any On the Move tokens an open transport has also affect a unit inside, though they **do not** prevent the unit inside from performing a Take Cover action and benefiting from its own Cover tokens.

WEAPONS

WEAPON PROFILE

Weapons have their own profile of characteristics, similar to a model's profile:

- **RNG (Range)** – The weapon's effective range in inches, though most weapons are able to fire wildly beyond this.
- **SHO (Shots)** – The number of hit dice the weapon generates when fired.
- **PEN (Penetration)** – The ability of the weapon to punch through the target's armor.
- **DAM (Damage)** – The amount of damage the weapon inflicts once it has penetrated the target's armor.
- **SUP (Suppression)** – How well the weapon performs during Suppressive Fire.
- **TYPE (Weapon Type)** – The weapon's archetype(s), which dictates how it behaves.
- **ABILITIES (Weapon Abilities)** – Any additional abilities the weapon has are listed here.

Sometimes a weapon has multiple profiles, which indicate distinct modes it can be fired in. When you declare which weapon a model will be attacking with, you must also declare which mode the weapon will be using. Any abilities or restrictions on a specific profile only apply when that profile is being used. For example, if a weapon has both a melee and a (non-pistol) ranged profile, only the melee profile can be used during CQ Fighting.



WEAPON TYPES

A *weapon type* is one or more of the common weapon abilities listed below. Note that in some cases, a weapon will not have a weapon type listed at all in its profile.

AoE (AREA OF EFFECT)

An AoE weapon's SHO characteristic is determined by the number of models in the target unit:

- **SB (small blast):** Equal to **half** the number of models in the target unit. Add an additional +1 SHO if targeting a large model unit with a SB weapon.
- **LB (large blast):** Equal to the **full** number of models in the target unit. Add an additional +2 SHO if targeting a large model unit with a LB weapon.

GRENADE

Only one model per unit may attack with a grenade during a round of shooting.

FRAG GRENADES

Frag grenades are a special type of grenade, in that they have no weapon profile.

During a round of shooting (including Suppressive Fire) at a target within short range, one model equipped with Frag Grenades in the shooting unit may elect to use them instead of firing another weapon. If it does so, the target's suppression level is immediately raised by +1 (on top of any other suppression level raises caused by the round of shooting).

CHARGING WITH FRAG GRENADES

One charging model equipped with frag grenades may elect to toss a frag grenade at the charge target. If it does so, that model forgoes its chance to fire in the subsequent round of CQ Fighting (page 30), but the target's suppression level is raised by +1 **before** it is able to perform Defensive Fire.

HEAVY/SUPERHEAVY (SH)

The **HEAVY** weapon type affects only standard models, not large models. The **SUPERHEAVY** weapon type affects all models.

- **Ranged Heavy/Superheavy Weapon:** If a unit moves during its activation, any heavy/superheavy weapons they shoot during that same activation cannot use SKL dice flips. In addition, when a unit that is on the move performs Defensive Fire, any heavy/superheavy weapons they shoot cannot use SKL dice flips.
- **Heavy Melee Weapon:** If a model uses a heavy melee weapon to attack in CQ Fighting, then it cannot benefit from a secondary CQ weapon. Similarly, a heavy melee weapon can never count as being a secondary CQ weapon.
- **Superheavy Melee Weapon:** A large model cannot attack with more than one superheavy melee weapon during a round of CQ Fighting.

HIT & RUN

A unit that contains at least one **Hit & Run** weapon may perform a Hit & Run action, as described below. Note that if a weapon has "H&R" listed as its range, then it may **only** be fired via a Hit & Run action.

HIT & RUN (SHOOTING ACTION)

A Hit & Run is a modified round of shooting:

- The target must be an enemy that your unit passed within 1" of while moving during this activation*.
- The target gets to perform Defensive Fire before the Hit & Run is resolved.
- Only Hit & Run weapons may be used (including Hit & Run melee weapons).
- The target is automatically within line of sight, at short range, and is hit in the arc based on where your unit started its move*, not the location after it finished moving.
- Your shooting unit suffers a -1 SKL penalty during a Hit & Run, but ignores any SKL penalties it may have for being on the move.

* When you intend to perform a Hit & Run, before moving your unit make sure you check its starting position in relation to the intended Hit & Run target (whether you're starting in the target's front or rear arc), as this will matter for the subsequent Defensive Fire (page 31) and for determining which arc the target gets hit in.

MELEE

See page 30 for details.

PISTOL

Pistols get +1 SHO when the target is at short range. Pistols fired at long range automatically miss. If equipped with two (or more) pistols, a model gets a +1 SHO bonus when firing one of them. Models that are able to shoot multiple weapons (such as large models), do not get the +1 SHO bonus for having two pistols.

SR (SHORT RANGED)

Short ranged weapons get +1 SHO when the target is at short range. Short ranged weapons fired at long range automatically miss.



PLAYING THE GAME

STEPS FOR PLAYING A GAME:

1. Select Your Force (page 39)
2. Set Up Table (page 42)
3. Roll-Off for Attacker/Defender (page 42)
4. Determine Mission (page 42)
5. Choose Deployment Zones (page 46)
6. Declare Faction Objective & Force Commander (page 47)
7. Place Objectives (page 47)
8. Deploy Forces (page 52)
9. Start the Game (page 52)
10. Tracking Victory Points (page 53)
11. End of the Game (page 53)



There are two basic ways to play Maelstrom's Edge: competitively or following a narrative.



The rules in this section assume you're playing a standard competitive mission, which is symmetrical between the two sides and therefore better suited for pick-up games and tournaments where players more strongly value an even match-up.



Narrative games tend to be asymmetrical, aiming to recreate a (fictional) historical battle or as a way to link multiple games together into a campaign. See page 54 for details about how narrative games differ.



A Maelstrom's Edge game in action - Epirian Foundation forces face off against an Artarian Remnant Fire Team.



1. SELECT YOUR FORCE

To play a game of Maelstrom's Edge, you must first select which units you will take into battle. Along with the entries in this book, new and updated unit entries can also be found at MaelstromsEdge.com.

UNIT ENTRY

Every unit has its own unit entry, which contains the following elements:

- A Unit Type:** A symbol denoting the unit's battlefield role, used for selecting units (see page 40).
- B Unit Title:** The name of the unit.
- C Points Value:** The unit's starting points value.
- D Faction:** A symbol showing the faction to which the unit belongs.
- E Model Profiles:** Characteristic profiles for each type of model found in the unit.
- F Unit Size:** The minimum number of models that make up the unit before any options are selected.
- G Equipment & Abilities:** Lists of the starting equipment and abilities possessed by the models in the unit.
- H Unit Options:** Any options that can be selected for the unit, which often increase or decrease the unit's points value.
- I Additional Units:** Some unit entries allow you to include additional units in your force.
- J Weapon Profiles:** Profiles for all of the different weaponry with which the unit can be equipped.
- K Ability & Equipment Summary:** Full rules for all abilities and equipment the unit has access to.
- L Damaged:** Describes how a model's capabilities are degraded as they take damage. Only large or powerful models tend to have this.
- M Unit Designators:** A list of designators that define what rules/abilities affect this unit.
- N Version Number:** Incremented when the unit entry is updated.

A	B	C	D
	MILITUS WARRIOR PRIME <i>A Warrior Prime values versatility, preferring to carry the tools to deal with any situation over focused specialisation.</i>		
E	16 POINTS		
F	MODEL NAME		
G	MODEL NAME		
H	MODEL NAME		
I	MODEL NAME		
J	MODEL NAME		
K	MODEL NAME		
L	MODEL NAME		
M	MODEL NAME		
N	MODEL NAME		
O	MODEL NAME		
P	MODEL NAME		
Q	MODEL NAME		
R	MODEL NAME		
S	MODEL NAME		
T	MODEL NAME		
U	MODEL NAME		
V	MODEL NAME		
W	MODEL NAME		
X	MODEL NAME		
Y	MODEL NAME		
Z	MODEL NAME		
AA	MODEL NAME		
AB	MODEL NAME		
AC	MODEL NAME		
AD	MODEL NAME		
AE	MODEL NAME		
AF	MODEL NAME		
AG	MODEL NAME		

POINTS & POINT LIMITS

Each unit is worth a number of points as specified in its unit entry. These points represent the quality of the unit - the better a unit is able to perform, the more it costs to include in your force.

Games are typically played using a point limit agreed upon between you and your opponent before forces are selected. When playing in a tournament or campaign, the point limit for the game will usually be decided upon by the tournament or campaign organizer. You are always free to field a force whose point total is less than or equal to the agreed upon limit, but never one that exceeds it, not even by a single point!

If you're unsure about what point limit to use for your games, the following guidelines can help you decide. However, you can vary your game length or battle size by choosing higher or lower point limits than those suggested.

- **90 Points:** This is a small, quick game that will typically last around 1½-2 hours*.
- **120 Points:** This is the suggested point limit to provide you with ample decisions when selecting your force, while not taking too long to complete. This size game will typically last around 2-3 hours*.

*Expect your game to run around an hour longer than these suggested times if either you or your opponent is unfamiliar with the main game rules or their own faction's rules.

UNIT TYPES

COMMAND



The upper echelon, tasked with providing leadership to the rest of the force. Often carrying powerful and unique gear befitting their rank.

CORE



Grunts, expendables, line infantry. These units form the solid backbone of any force.

HAMMER



Elite troops with superior equipment or highly specialized training.

VANGUARD



Faster or stealthier than most, providing vital reconnaissance or outflanking the enemy.

ANVIL



Slow, big bruisers with heavy guns. Artillery, vehicles and giant walkers.

ADD-ON



Models which are added into another unit (see **ADD-ON MODELS** on the next page).

FORCE ROSTERS

Any units included in your force must be noted on your *force roster*, detailing the point total of each unit chosen and including any options selected for that unit. Unless both sides have agreed otherwise, you may always inspect your opponent's force roster before setting up the table.

FACTIONS

Units belong to a specific *faction*, such as the Karist Enclave or Epirian Foundation, as detailed by the faction symbol on their unit entry. All units that compose your force must be chosen from a single faction.

TYPES OF UNITS

A *unit type* identifies the general role of a unit and also determines how many of those units can be included in your force. See the chart to the left for the different unit types that make up a force.

DETACHMENTS

Your force is composed of one or more detachments, each made up of a command unit and a number of other units, as explained below. Units may only be included in your force as part of a detachment, though a force may contain any number of detachments within the agreed upon points limit. Detachments **only organize** how units are chosen as part of the force, **they do not dictate how units deploy or fight during the game**. Your force roster must clearly illustrate which units are part of which detachment.



You must construct detachments in the following manner:

- The initial unit selected for each detachment **must be a command unit**.
- Next, add additional units to the detachment with the following restrictions:
 - No single other type of unit selection (command, hammer, vanguard or anvil), may individually exceed the total number of core units in the detachment.
 - Which types of additional units you're allowed to include in the detachment depends on the command unit chosen to lead it, as explained on the next page.

UNIT OPTIONS

Most units have one or more *unit options* listed in their unit entry. These include things like adding more models to the unit, giving models different or additional weapons, etc. Any option selected for a unit, along with the subsequent addition or subtraction of points for selecting it, must be noted on your force roster.



ADDITIONAL UNITS

The unit entry for each command unit dictates which *additional units* may be included in their detachment. For example, a typical command unit allows the following additional units: 1-4 core, 0-2 hammer, 0-2 vanguard and 0-2 anvil units. By selecting the initial command unit, you may now add any of those other units to the detachment as well, keeping in mind all other detachment restrictions. The number on the left is the minimum number of this type of unit that may be included, while the number on the right is the maximum. So “1-4 core” means you are required to include at least 1 core unit, and may include up to 4, while “0-2 hammer” means you may include up to 2 hammer units, but don’t have to include any at all.

If it is not possible for all required units to be included, because of other detachment restrictions or because it would put your force beyond the game’s points limit, then the detachment may not be included in your force.

ADDITIONAL UNITS EXAMPLE

Matt must first choose an initial command unit for his detachment. He selects a Kaddar Nova whose additional unit options are: “1-4 core units, 0-2 hammer units, 0-2 vanguard units and 0-2 anvil units”. This means Matt must include at least 1 core unit, as it is a mandatory additional unit.



Matt selects Karist Troopers for the mandatory core unit, along with a squad of Tempest Elites (hammer), a Shadow Walker (vanguard) and a Trooper Heavy Squad (anvil). He would also like to include a Mature Angel, as the Kaddar Nova allows up to two anvil units to be added, but because a detachment must always include at least as many core units as any other individual type of unit, he would have to add a second core unit first.

Matt decides to include a second detachment in his force instead, and starts over again by selecting an Angel Keeper to lead this new detachment.

MULTI-UNIT SELECTIONS

Some unit entries specify that multiple versions of the unit can be included in a detachment and doing so will only count as a single unit selection. This is a *multi-unit selection*, and it counts as a single unit **only** for the purposes of selecting the detachment. For example, up to two Karist Enclave Shadow Walkers can be included in a detachment as a single vanguard unit selection, but this counts **only for the purposes of constructing the detachment**. In all other situations, the Shadow Walkers are two entirely separate vanguard units.

ADD-ON MODELS

+ unit entries represent models that may **only** be included in your force by being added to an existing unit. The units that may be joined are listed in the add-on model’s rules.

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, including if that unit later returns to play as a reinforcement. Except where specified otherwise, you cannot include more than one type of add-on model in the same unit.

Usually, you can only include add-on models to a unit “without exceeding their normal maximum size”. A unit’s maximum size is the number of models it can contain 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 cannot exceed 6 models even with an add-on model included.



2. SET UP TABLE

After selecting your force, it's time to set up the table. The minimum recommended table size (gaming area) is 3 feet by 3 feet, though at least 4 feet by x 6 feet is recommended for a balanced, competitive game.

Terrain can be set up in any mutually agreeable fashion. When setting up terrain, you and your opponent must agree on how every piece of terrain will function in the game, as described in **TERRAIN** on page 22. You can find some additional advice and optional advanced rules for setting up your terrain in the **APPENDIX** from page 239.

3. ROLL-OFF FOR ATTACKER/DEFENDER

After setting up terrain, roll-off against your opponent. If you win this roll-off, you choose whether to be the *attacker* or *defender* for the game, with your opponent being the opposite. There are different advantages and disadvantages to either role when choosing deployment zones, setting up objective markers, deploying forces, etc. See pages 46-52 to help determine whether you'd rather be the attacker or defender.

4. DETERMINE MISSION

There are a number of different methods you can use to determine which mission to play:

- **Choose a mission:** The easiest method is just to discuss with your opponent which mission you'd like to play and choose that one.
- **Roll from a Mission Pack:** You and your opponent select one of the mission packs on pages 44 and 45, and then roll a D6 to randomly determine a mission from within that pack to use. If both you and your opponent don't like some of the missions within a pack, feel free to create your own mission pack from the missions you both want to play.
- **Print out mission cards to form a mission deck:** If you have printed out our mission cards (found in the back of this book, or online at www.maelstromsedg.com), then it is easy to form a deck of all the missions you like and randomly pick one mission from that deck.
- **Use the online Mission Generator:** Along with the printable cards, our website also has an online mission generator tool, which can be used to randomly generate your mission.

MISSION CARDS

Mission cards contain the following elements:

- A Mission Type:** A symbol denoting whether the mission is competitive or narrative.
- B Mission Title:** The name of the mission.
- C Deployment Type:** Whether the mission uses a specific or random deployment. See page 46 for details.
- D Primary & Secondary Objectives:** The mission's primary and secondary objectives. You can find details of the different objectives on pages 48-51.
- E Objective Markers:** The number and type of objective markers, if any, used for the primary and secondary objectives. Rules for objective markers are on page 47.
- F Objective Victory Points:** The victory points you gain when completing the primary and secondary objectives.
- G Victory Total:** The victory point total required for the game to end.



STANDARD MISSION RULES

The following rules are used in every mission except where specified otherwise.

COMMAND POINTS

In the command phase of each turn, after determining the priority player, you generate CPs equal to the current turn number. For example, in the third turn of the game you generate 3 CPs. In addition, for each of your models on the table with the **COMMAND** ability you generate CPs equal to their command value.

The CPs you generate form your *command point pool* and must be represented by tokens. CPs can be expended for a variety of purposes, such as to bring back reinforcements and to reduce suppression on nearby friendly units. Any CPs remaining in your command point pool at the end of a turn carry over to the next one.

RESERVES

When deploying your force, you may elect to put any or all of your units into reserve (off the table) instead of deploying them. Some abilities also allow you to remove units from the table, to put them into reserves.

While in reserve, units do not count as being on the table for any rules, abilities, etc., that affect units on the table. The abilities of units in reserve do not affect units on the table unless specified otherwise.

Each turn (including the first), if you have any units in reserve, they must arrive onto the table if possible. A unit arriving from reserve can be your very first activation of the turn, your last activation, or anywhere in between.

An arriving reserve unit must first perform a movement action which moves the unit onto the table. To move a reserve unit onto the table, place its squad leader touching your reserve table edge and then measure its movement path from that point as usual. A unit arriving from reserve **may not** perform a Charge action unless specified otherwise.

If, for any reason, a reserve unit isn't able to move entirely onto the table, then the unit counts as having been activated, but remains in reserve for another turn.

Any reserves which are unable to arrive that turn do not need to be activated for the turn to be completed.

FLANKING MANEUVERS

When one of your units with the **Scout** ability arrives from reserve, you may elect to have them make a *flanking maneuver*, which means that unit arrives from either of the flanking table edges instead of your reserve table edge.

REINFORCEMENTS

In the command phase of each turn you may declare that you wish to return a **single** unit that was previously destroyed as a reinforcement. A reinforcement unit that successfully returns to play is placed into reserve, but may not arrive via a flanking maneuver. A reinforcement is treated as an exact duplicate of the original unit in all respects: the same equipment, abilities, etc.

In order to successfully return a reinforcement into the game, you must declare which unit you wish to bring back as a reinforcement and then win a reinforcement bidding war, as detailed below. Both players must declare their intention to bring back a reinforcement or not before bidding wars begin, with the priority player's bidding war resolved first if you both wish to do so.

REINFORCEMENT BIDDING WAR

Both you and your opponent secretly bid a number of CPs, revealed at the same time.

- The player seeking reinforcement must bid at least 1 CP, while their opponent may bid 0 CPs if desired.
- The player seeking reinforcement must **beat** their opponent's bid in order to win, while the opponent merely has to **match** the bid to win.
- Only the player that wins the bidding war expends the CPs they bid.
- If the player seeking reinforcement wins the bidding war, their reinforcement successfully returns to play as a reserve unit, while if the opponent wins, the reinforcement does not.

REINFORCEMENT BIDDING WAR EXAMPLE

Danielle declares she will be bringing back her Epirian Hunter Warmech (a powerful unit) as a reinforcement, and secretly bids 3 CPs. However, her opponent Matt is rightly scared of the Hunter and so also secretly bids 3 CPs. Since Matt matched Danielle's bid, the Hunter unit does not return and Matt has to expend 3 CPs, while Danielle expends none.

RETIRE UNITS

In the end phase of each turn, before calculating VPs, you may voluntarily retire any of your units, removing them from the table as casualties, representing the unit fleeing the battle or succumbing to damage. This allows you to remove badly weakened units in order to make them available as potential reinforcements. The priority player must decide whether they are retiring any units first, followed by the non-priority player.

COMPETITIVE MISSION PACKS

Choose a mission pack by agreement with your opponent, or flip a coin to choose one randomly, and then roll a D6. Compare the result to the mission number and play the corresponding mission.

You can find the full mission cards for these missions at the back of the book, starting on page 253, to print or cut out. You can also download a printable PDF from the website - www.maelstromsedge.com.

COMPETITIVE MISSION PACK #1

BLOODBATH	Mission 1
DEPLOYMENT: Random	
<i>Hold a prized position and wear the enemy down.</i>	
OBJECTIVES:	
PRIMARY: King of the Hill	5
King of the Hill zone: 12" radius from the table center.	
SECONDARY: Meat Grinder	3
Victory Total: 20 VPs	

FORWARD UNTO VICTORY	Mission 2
DEPLOYMENT: Random	
<i>Reach a strategic location and destroy the enemy's prize.</i>	
OBJECTIVES:	
PRIMARY: Breakthrough	5
Breakthrough zone: Your opponent's deployment zone.	
SECONDARY: Demolition	4
Victory Total: 24 VPs	

GROUNDFALL	Mission 3
DEPLOYMENT: Random	
<i>Strike quickly and verify critical locations.</i>	
OBJECTIVES:	
PRIMARY: Alpha Strike	5
SECONDARY: Territories	1
Territory Markers	
Victory Total: 20 VPs	

PURPLE GOLD	Mission 4
DEPLOYMENT: Random	
<i>Control Cybel Refineries and cripple the enemy force.</i>	
OBJECTIVES:	
PRIMARY: Cybel Refineries	4
Refinery Markers	
SECONDARY: Decimation	4
Victory Total: 30 VPs	

ASCENDANCY	Mission 5
DEPLOYMENT: Random	
<i>Dominate the battlefield and capture reluctant individuals.</i>	
OBJECTIVES:	
PRIMARY: Domination	4
SECONDARY: VIPs	1
VIP Markers	
Victory Total: 26 VPs	

WORTH MORE THAN YOUR HEAD	Mission 6
DEPLOYMENT: Random	
<i>Kill the enemy commander and investigate valuable sites.</i>	
OBJECTIVES:	
PRIMARY: Assassination	6
SECONDARY: Excavation	2
Dig Site Markers	
Victory Total: 28 VPs	

COMPETITIVE MISSION PACK #2

DO OR DIE

Mission
1

DEPLOYMENT: Random

Hold a contested area and mark tactically valuable positions.

OBJECTIVES:

PRIMARY: Into the Fire (5)

Fire zone:
12" radius from the table center.

SECONDARY: Plant the Flag (2)

Flag Markers

Victory Total: 18 VPs

SPLIT RESEARCH

Mission
2

DEPLOYMENT: Random

Protect a valuable relic and hold a prized position.

OBJECTIVES:

PRIMARY: Defend the Artifact (5)
Artifact Marker (per player)

SECONDARY: King of the Hill (3)

King of the Hill zone:
12" radius from the table center.

Victory Total: 20 VPs

STRIKE AND HOLD

Mission
3

DEPLOYMENT: Random

Wear the enemy down and await further orders.

OBJECTIVES:

PRIMARY: Meat Grinder (5)

SECONDARY: Delayed Objectives (3)

Delayed Objective Markers

Victory Total: 20 VPs

SUPPLY RUN

Mission
4

DEPLOYMENT: Random

Confiscate supply caches and dominate the battlefield.

OBJECTIVES:

PRIMARY: Supply Caches (3)
Supply Cache Markers

SECONDARY: Domination (2)

Victory Total: 20 VPs

SURGICAL STRIKE

Mission
5

DEPLOYMENT: Random

Strike quickly and kill the enemy commander.

OBJECTIVES:

PRIMARY: Alpha Strike (5)

SECONDARY: Assassination (4)

Victory Total: 24 VPs

ABDUCTION

Mission
6

DEPLOYMENT: Random

Capture reluctant individuals and reach a strategic location.

OBJECTIVES:

PRIMARY: VIPs (3)
VIP Markers

SECONDARY: Breakthrough (3)

Breakthrough zone:
Your opponent's deployment zone.

Victory Total: 28 VPs

5. CHOOSE DEPLOYMENT ZONES

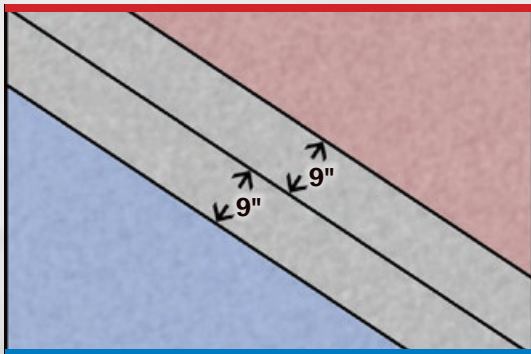
After determining your mission, deployment zones must be chosen.

A deployment zone is the area of the table that you are allowed to deploy your models **wholly** within, shown on the maps below as red or blue areas. All deployment zone distances are measured from the centerline of the table (the line that splits the table in half).

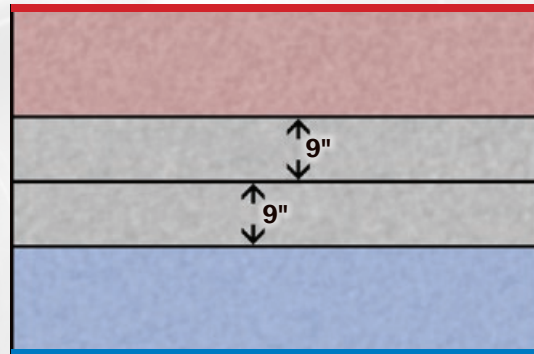
The mission will either specify a specific deployment type name or just "random". In the case of random deployment, roll a D6 to see which of the **DEPLOYMENT TYPES** below you will use for the game. The defender chooses which deployment zone their force will use from the relevant map. The attacker uses the opposite one.

DEPLOYMENT TYPES

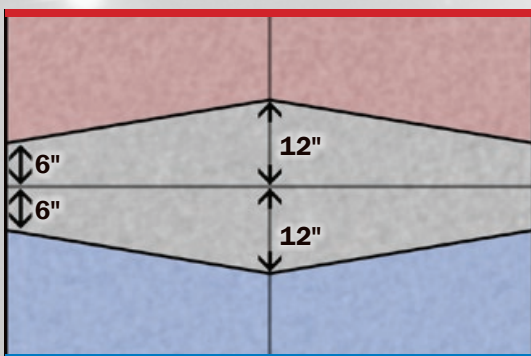
1. BROAD FRONT



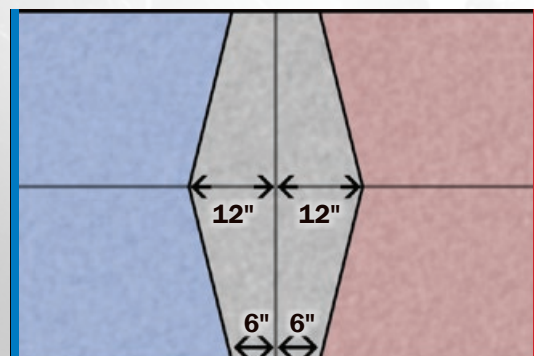
2. FACE-OFF



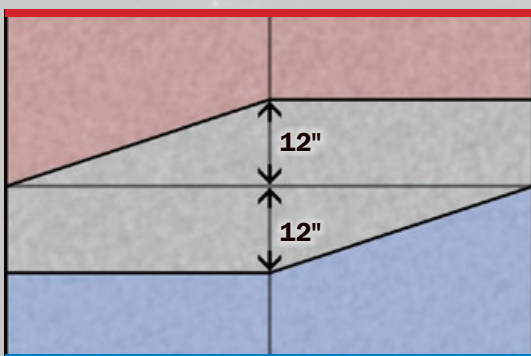
3. PINCER



4. LONG MARCH



5. OUTFLANK



6. LONG FLANK

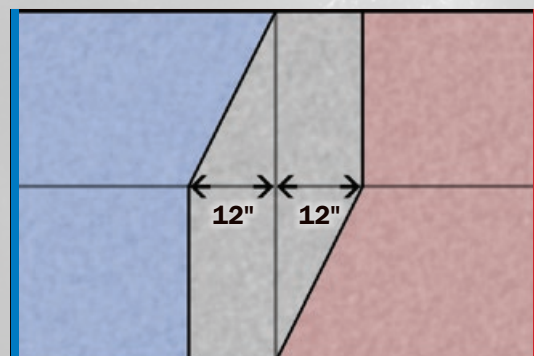


TABLE EDGES

Each deployment type has *reserve table edges*, which are the table edges reserve units normally arrive from (the **bolded red & blue edges** on the deployment maps). The other two board edges are *flanking table edges*.

NO-MAN'S LAND

The area of the table between the two deployment zones is *no-man's land*.

6. DECLARE FACTION OBJECTIVE & FORCE COMMANDER

Each player then declares what their faction objective is and which model is their force commander, starting with the defender.

Faction objectives function as an additional objective type in every mission. You can find the rules for these in the Maelstrom's Edge Universe section, per the list to the right. Also keep an eye on MaelstromsEdge.com, as new faction objectives sometimes accompany model releases. If both you and your opponent each have a faction objective marker that needs to be placed at the same time, the defender places theirs first.

Your *force commander* can be any model with the **COMMAND** ability from one of your command units (see **FORCE ROSTERS** on page 40).

FACTION OBJECTIVES

- Epirian Foundation: page 98
- Karist Enclave: page 135
- The Broken: page 169
- Artarian Remnant: page 199
- Kaigus Pact: page 47

7. PLACE OBJECTIVES

If your mission uses objective markers, it is now time to place them on the table. The standard method for placing objective markers is: starting with the defender, players alternate placing them **wholly within their opponent's half of the table**.

OBJECTIVE MARKER PLACEMENT RESTRICTIONS

Before or during the game, when placing or shifting the position of an objective marker, you must always abide by the following restrictions, except where explicitly specified otherwise:

- An objective marker cannot be within 12" of another objective marker.
- An objective marker cannot be within 6" of a board edge.
- An objective marker cannot be in contact with any model, in impassable ground, in/on a building, or anywhere that an infantry model moving normally could never reach, such as completely surrounded by impassable ground.

If it is impossible to place/shift an objective marker given these restrictions, then reduce the 12" limitation, but only by the absolute minimum necessary to successfully place/shift the marker.



OBJECTIVE MARKERS

An objective marker does not inhibit model movement/block line of sight unless it is a destructible objective marker. Units taking cover do not derive protection from an objective marker.

Objective markers are described thematically for each objective - for example, the Cybel Refineries objective uses 4 "refinery objective markers". We recommend using appropriately modeled markers to represent these, but you can instead use generic markers or tokens if that's what you have. If your objective markers are mounted on a base, we recommend these bases should be no larger than 46mm. It is also important that all markers representing the same objective be mounted on the same sized bases (or that the markers themselves are all the same size if they're not mounted on a base). For example, if your mission uses the Cybel Refineries objective, then all of those refinery objective markers need to either be the same size, or mounted on the same sized bases.

CONTROLLING OBJECTIVE MARKERS

A unit *controls* an objective marker when at least one model from the unit is in contact with it, while no enemy units are contesting the objective. An enemy unit *contests* an objective marker while within 3" of it. A unit may never be in contact with more than one objective marker at the same time.

Some units have an ability that allows them to control an objective marker even when the enemy is contesting it. If both you and your opponent have a unit with this type of ability within 3" of the same objective marker, those abilities (temporarily) cancel each other out, and neither side controls that objective.

MISSION OBJECTIVES

This section details the rules for every primary & secondary objective you'll find in missions.

KILL OBJECTIVES

The most straightforward type of objective your force can be tasked with, kill objectives center around destroying enemy units.

Each large model unit counts as 2 units when calculating kill objectives.

ALPHA STRIKE

Hit hard and fast. Do not let them recover.

- (EACH END PHASE) If at least one enemy unit was destroyed this turn, gain (X) VPs specified in the mission.
- (EACH END PHASE) If the first unit destroyed this turn was an enemy unit, also gain (X) VPs specified in the mission. **Double** (X) on the final turn.

ASSASSINATION

Find and eliminate the opposing commander.

- Once the opposing force commander has at least one injury, you get (X) VPs specified in the mission.
- Once the opposing force commander has been removed as a casualty, you also get **double** (X) additional VPs specified in the mission.

Your force commander model returning as a reinforcement **does not** count as your actual force commander returning to play.



DECIMATION

Cripple the enemy force, leaving it in tatters.

Your opponent counts up the total number of units in their force before the game (Each large model unit counts as 2 units and joined **CHARACTERS** always count as a separate unit), which is their *starting unit total*.

- Once at least 1/3 of the opposing force's starting unit total have been destroyed, you get (X) VPs specified in the mission.
- Once at least 1/2 of the enemy force's starting unit total have been destroyed, then you also get **double** (X) VPs specified in the mission.

New units created during the game, such as reinforcements, do not increase a force's starting unit total, and therefore can cause VPs earned for this objective to be lost.

MEAT GRINDER

Wear the enemy down over time.

- (EACH END PHASE) If at least one enemy unit was destroyed this turn, gain (X) VPs specified in the mission.
- (EACH END PHASE) If the opposing force had more units destroyed this turn than your force, also gain (X) VPs specified in the mission. **Double** (X) on the final turn.

"The machine does not know its purpose. It feels no loyalty. It acts only through you, and you are lessened and sullied by its polluting touch. Put not your faith in machines. Leave them. Let the approaching tempest cleanse these worlds of their taint.

Amongst the Pact, all things have purpose and live within that purpose. Free yourself from the shackles that random evolution has placed upon you. Put aside your machines. They are dead things. They may mimic life, but can never approach the truth, the purity of design and purpose that comes from the embrace of the Pact.

You are surrounded by death. The Pact offers you life."

Message from the Biologis Aystallar to the citizens of Banalis, prior to immolation by the Maelstrom.

ZONE OBJECTIVES

Zone objectives are large areas of the battlefield that your force must move into and hold.

Each large model unit counts as 2 units when calculating zone objectives. Units with the **MISSION SPECIALIST** ability are ignored when calculating zone objectives.

BREAKTHROUGH

Smash through to reach a strategic location.

Unless specified otherwise in the mission, your breakthrough zone is the opponent's deployment zone.

- **(EACH END PHASE)** If you have one or more of your units within at least one of your breakthrough zones, gain (X) VPs specified in the mission. **Double (X)** on the final turn.
- **(EACH END PHASE)** If at least one of your breakthrough zones has more of your units within it than opposing units, also gain (X) VPs specified in the mission. **Double (X)** on the final turn.

DOMINATION

Dominate the battlefield and drive the enemy back.

Divide the table into four equal quarters. In order to control a table quarter, you must have more units wholly within that table quarter than there are opposing units.

- **(EACH END PHASE)** For each table quarter you control, gain (X) VPs specified in the mission. **Double (X)** on the final turn.

INTO THE FIRE

Hold a hotly contested area despite constant shelling.

Unless specified otherwise in the mission, the fire zone is a 12" radius from the center point of the table. During each end phase, before calculating VPs, Each unit within the fire zone has its suppression level raised by +D3 (rolled separately for each unit).

- **(EACH END PHASE)** If you have at least one unit within the fire zone, gain (X) VPs specified in the mission. **Double (X)** on the final turn.
- **(EACH END PHASE)** If you have more units within the fire zone than there are opposing units, also gain (X) VPs specified in the mission. **Double (X)** on the final turn.

KING OF THE HILL

Capture and hold a prized position at all costs.

Unless specified otherwise in the mission, the king of the hill zone is a 12" radius from the center point of the table.

- **(EACH END PHASE)** If you have at least as many units within the king of the hill zone as there are opposing units, gain (X) VPs specified in the mission. **Double (X)** on the final turn.
- **(EACH END PHASE)** If you have at least twice as many units within the king of the hill zone as there are opposing units, also gain (X) VPs specified in the mission. **Double (X)** on the final turn.



CONTROL OBJECTIVES

Control objectives are neutral points of interest your force has been assigned to reconnoiter and protect from falling into the enemy's hands.

CYBEL REFINERIES

Hold reactivated refineries as they power-up.

Uses 4 refinery objective markers, set up via the standard method.

- **(EACH END PHASE)** For every refinery you control, gain **(X)** VPs specified in the mission. **Double (X)** on the final two turns.
- **(FINAL TURN END PHASE)** If you control at least half the refineries, also gain **double (X)** VPs specified in the mission.

DELAYED OBJECTIVES

Enter the battlefield and await further orders, soldier!

Uses 4 delayed objective markers, which are set up via the standard method, but not until the end phase of the first turn, after VPs have been calculated for the turn.

- **(EACH END PHASE)** For every delayed objective you control, gain **(X)** VPs specified in the mission.
- **(FINAL TURN END PHASE)** If you control at least half the delayed objectives, also gain **double (X)** VPs specified in the mission.

EXCAVATION

Investigate sites containing long forgotten relics of power.

Uses 4 dig site objective markers, set up via the standard method.

Each end phase after calculating VPs, roll a D6 for each dig site you control, and add the current turn number. If this total is 7+, the dig site is confirmed and never rolled for again. If this total is 6 or less, remove the dig site marker and place it in your opponent's half of the table, while also not within 12" of your models.

- **(EACH END PHASE)** For every dig site you control, gain **(X)** VPs specified in the mission.
- **(FINAL TURN END PHASE)** If you control at least half of the dig sites, also gain **double (X)** VPs specified in the mission.

MALITE METEORITES

Excavate deadly malite from meteorites during their brief moments of stability.

Uses 6 malite meteorite objective markers, set up via the standard method.

Number each meteorite 1 through 6. After setting them all up, and again in each end phase after calculating VPs, roll 3D6 (re-rolling duplicates) to randomly determine which 3 meteorites are *stable* for the subsequent turn, with the other 3 being *unstable*. The area within 3" of an unstable meteorite is dangerous ground (+1).

- **(EACH END PHASE)** For every stable meteorite you control, gain **(X)** VPs specified in the mission.
- **(FINAL TURN END PHASE)** If you control at least half the stable meteorites, also gain **double (X)** VPs specified in the mission.

PLANT THE FLAG

Mark tactically valuable positions before moving on.

Uses 6 flag objective markers, split evenly between players who have this objective as part of their mission. Each end phase, before calculating VPs, each player with a flag may place one of them anywhere wholly outside of their own deployment zone, starting with the priority player first. **Flags may be placed touching friendly models.**

Once a flag is controlled by a unit in an end phase, it is captured and remains so until an opposing unit is within 3" of it in an end phase.

- **(EACH END PHASE)** For every flag currently captured by you, gain **(X)** VPs specified in the mission.
- **(FINAL TURN END PHASE)** If you currently have captured at least half the flags, also gain **double (X)** VPs specified in the mission.

Note that if only one player has this objective (in a narrative mission, for example), only they get to place one flag each end phase.

CONTROL OBJECTIVES CONT.

SUPPLY CACHES

Confiscate valuable caches that litter the battlefield.

Uses 6 supply cache objective markers, set up via the standard method.

Supply caches have a maximum amount of VPs they provide before they are exhausted and removed from the game. A supply cache placed within a deployment zone can provide a maximum of 5 VPs. The first time a supply cache wholly within no-man's land is controlled, roll 2D6+2 to determine its VP maximum.

- **(EACH END PHASE)** For every supply cache you control, gain **X** VPs specified in the mission. In the final turn's end phase, gain all remaining VPs from every supply cache you control.



TARGET OBJECTIVES

Target objectives represent valuable objects which start the battle already controlled by either you or your opponent.

Each player with a target objective in their mission uses 1 destructible objective marker (see next page).

DEFEND THE ARTIFACT

Protect and repair a valuable relic for as long as possible.

The artifact is a destructible objective. Place your artifact anywhere wholly within your deployment zone, while also touching no-man's land. Each infantry unit without the **MISSION SPECIALIST** ability in contact with your artifact may perform the **REPAIR ARTIFACT** status action up to 3 times per activation.

Repair Artifact:

Status action - Your artifact heals 1 injury.

- **(EACH END PHASE)** If your artifact has not been destroyed, gain **X** VPs specified in the mission. **Double X** on the final turn.
- **(EACH END PHASE)** If your artifact's FOR characteristic is above 7, also gain **X** VPs specified in the mission. **Double X** on the final turn.

TERRITORIES

Verify that critical locations remain under your control.

Uses 6 territory objective markers, set up via the standard method.

Once a territory is controlled by a unit in an end phase, it is captured and remains so until an opposing unit is within 3" of it in an end phase.

- **(EACH END PHASE)** For every territory currently captured by you, gain **X** VPs specified in the mission.
- **(FINAL TURN END PHASE)** If you currently have captured at least half the territories, also gain **double X** VPs specified in the mission.

VIPs

Capture reluctant individuals of importance.

Uses 6 VIP objective markers, set up via the standard method.

After calculating VPs in every end phase, each VIP's position may be shifted up to 6" by the player whose models are **not the closest** to it. VIPs shifted this way may end up within 12" of other objective markers.

- **(EACH END PHASE)** For every VIP controlled by you, gain **X** VPs specified in the mission.
- **(FINAL TURN END PHASE)** If you control at least half of the VIPs, also gain **double X** VPs specified in the mission.

DEMOLITION

Destroy the enemy's prized object that is protected by a powerful field.

The demo target is a destructible objective. Your opponent places your demo target anywhere wholly within their deployment zone, while also touching no-man's land. A demo target may only be targeted when it is within short range.

- Once your demo target has suffered at least one injury, you get **X** VPs specified in the mission.
- Once your demo target has been destroyed, you also get **double X** VPs specified in the mission.



DESTRUCTIBLE OBJECTIVE MARKERS

Destructible objectives are a large model. Once placed, they are not activated each turn, do not count towards a force's starting unit total and never count as being a unit for any mission objective purposes, such as killing a certain number of units in the opposing force. They can never be a reserve or reinforcement and cannot take any actions, move or be moved. They do not have a rear arc and their suppression level is never raised.

If your force is trying to **destroy** the destructible objective, then it is an enemy unit once placed. If your force is trying to **protect** the destructible objective, then it is a friendly unit once placed.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Destructible Objective	0	2	0	5	0	10	-	Destructible Objective



8. DEPLOY FORCES

After placing any objective markers required for the mission, it's time for both sides to deploy their force.

- **Defender deploys first:** The defender places any of their units they wish to deploy entirely within their deployment zone. The defender may place a Cover token on each of their deployed units.
- **Attacker deploys second:** The attacker places any of their units they wish to deploy entirely within their deployment zone. The attacker may place up to 2 On the Move tokens on each of their deployed units. The bonus move granted by On the Move tokens is ignored in this case.
- **Generate bonus command points:** If you placed fewer Cover/On the Move tokens during deployment than your opponent, then you start the game with a number of bonus command points equal to the difference between how many tokens you and your opponent placed. For example, if you placed 3 Cover tokens as the defender, while your opponent placed 4 On the Move tokens as the attacker, then you would start the game with 1 bonus command point.

Models cannot be deployed in a position where they would not be able to move during the game, such as in impassable ground. No model, not even those with the **Scout** ability, may deploy within 6" of an enemy that has already been deployed.

9. START THE GAME

The attacker is automatically the priority player for the first turn of the game (no roll for priority is required for the first turn).

10. TRACKING VICTORY POINTS

Victory points (VPs) are calculated in the end phase of each turn, based on the different objectives that each force has managed to complete that turn. Each objective can generate VPs in different ways:

- **EACH END PHASE:** You cumulatively gain these VPs in each turn's end phase.
- **FINAL TURN END PHASE:** You gain these VPs **only** in the end phase of the game's final turn.
- **CONDITIONAL:** All other VPs (not listed as either "Each end phase" or "Final turn end phase") are *conditional*, in that you gain them once you meet their specified condition, such as when destroying the enemy commander, etc. Note that you only continue to have these VPs if you **currently** meet the condition of the objective. For example, if the objective is to injure the enemy commander, and that commander is later able to fully heal itself, then the VPs previously earned for injuring the commander are revoked.

You must keep track of each player's current VP total as the game progresses. This can be accomplished via any mutually agreed upon method, such as using a pad of paper, special dice, etc. What's important is that you are always aware of the current VP total for both yourself and your opponent in the end phase of each turn.

VICTORY TOTAL & CRUSHING VICTORY

Each mission has a VP requirement listed (**X**), which is the *victory total*, representing the minimum number of VPs you need in order to have a chance to win the game. In the end phase of any turn, if you meet or exceed the mission's victory total while also being at least 5 VPs ahead of your opponent's total, then you immediately win the game with a *crushing victory* while your opponent suffers a *crushing defeat*.



For example, if a mission has a victory total of: "20", this means you need to earn at least 20 VPs while also having at least 5 VPs more than your opponent's total in the end phase of a turn to immediately win the game with a crushing victory.

11. END OF THE GAME

Games last 5 turns. If neither side achieves a crushing victory by the final turn's end phase, then:

- **Standard Victory/Defeat:** If you've reached or exceeded the mission's victory total and have more VPs than your opponent, then you've achieved a *standard victory* and your opponent has suffered a *standard defeat*.
- **Draw:** If both you and your opponent failed to reach the mission's victory total or both of you ended with the exact same VP total, then the game is a hard fought *draw*.

QUALITY OF VICTORY/DEFEAT

The type of victory or defeat you manage to achieve (crushing or standard) in a normal game is typically just for bragging rights.

In a tournament or campaign, however, the organizer will often imbue the different types of victory/defeat with some manner of benefits or penalties.

For example, in a tournament, a crushing victory is often worth more tournament points than a standard victory. Similarly, in a campaign, if you earned a crushing victory you will often get a larger bonus in your next game compared to a standard victory, which would naturally provide you with a smaller bonus.

NARRATIVE GAMES

PLAYING A NARRATIVE GAME

Narrative games use *narrative missions*, which differ from competitive missions in that they are asymmetrical: the attacker and defender each potentially have different objectives, mission special rules, etc. Most importantly, the goal of a narrative game is to create a battle that tells an epic story; whether one side wins or loses comes secondary to the tale being forged.

SELECTING A NARRATIVE FORCE

While the standard rules for playing a game dictate the very first step is to select your force, in “reality”, a fighting force is often hand-picked and deployed to complete a specific mission. Therefore, when playing a narrative game, if you’d like to more accurately represent this dynamic, we recommend you determine who will be the attacker/defender and which mission you will use, **before** choosing your forces, though don’t be afraid to stick with the standard rules if you prefer!

DETERMINING A NARRATIVE MISSION

Narrative missions have a separate attacker and defender version of each mission:



Attacker

The attacker mission features a lightning bolt symbol.



Defender

The defender mission features a shield symbol.

We recommend you simply agree with your opponent who will be the attacker/defender and which narrative mission you will play. If playing in a campaign, these choices will often be pre-selected based on the results of the previous game.

NARRATIVE OBJECTIVE MARKERS

If your opponent’s mission has a control objective, but your mission does not, then your units **cannot** control the objective markers associated with that objective, though they can contest them as normal. For example, if your opponent’s attacker mission has the **VIPs** objective, while your defender mission does not, this would mean your units cannot control the VIP objective markers.

If both you and your opponent’s mission shares the same control objective (even when it is a primary objective for one player and a secondary objective for the other player), then the associated objective markers are shared between both you and your opponent as normal.

NARRATIVE CAMPAIGNS

Narrative missions excel for use in campaigns where the result of one game has some bearing on the following game. Campaigns can be an extremely engaging part of the tabletop wargaming hobby. There are a near infinite number of ways to implement a campaign system, so you should feel free to let your imagination run wild coming up with custom campaign missions and different ways to link games of Maelstrom’s Edge together. We look forward to hearing all about your campaigns at our website:

www.maelstromsedg.com



NARRATIVE VICTORY TOTAL

Narrative missions have separate victory totals for both the attacker and defender, which means that a victory is achieved slightly differently to the way it works in competitive missions.

- **Narrative Crushing Victory:** In the end phase of any turn, the game immediately ends with you achieving a crushing victory and your opponent suffering a crushing defeat if:
 - you reached or exceeded your victory total while your opponent is still at least 5 VPs from reaching theirs.
 - you've exceeded your victory total and your opponent has also reached or exceeded theirs, but you've exceeded yours by at least 5 VPs more than your opponent has exceeded theirs.

Night Raid: Attacker



Night Raid: Defender



NARRATIVE END OF GAME

If neither side achieves a crushing victory by the final turn's end phase, then:

- **Standard victory/defeat:** You earn a standard victory and your opponent suffers a standard defeat if:
 - you reached or exceeded your victory total while your opponent did not reach theirs.
 - you exceeded your victory total by more than your opponent has exceeded theirs.
- **Draw:** Both you and your opponent earn a hard fought draw if:
 - you both exceeded your victory totals by the exact same amount.
 - you both exactly reached your victory totals.
 - neither of you reached your victory totals.



NARRATIVE CRUSHING VICTORY EXAMPLE

Danielle is the attacker with a victory total of 28, while Matt is the defender with a victory total of 30. In a 5 turn mission, Danielle has accrued 35 VPs by the end of turn 4, exceeding her victory total by +7 VPs. Meanwhile, Matt has accrued 32 VPs, exceeding his victory total by only +2 VPs. This means Danielle immediately wins the game with a crushing victory, as the +7 VP margin she has exceeded her total by is at least 5 VPs or more than Matt's +2 VP margin.

However, if Matt had instead managed to earn 33 VPs, then the game would have continued on into turn 5, as there would only be a 4 point difference between how much they each exceeded their victory totals, not the +5 or more required to achieve a crushing victory.

NARRATIVE END OF GAME EXAMPLE

At the end of turn 5, neither Matt nor Danielle managed to end the game early with a crushing victory. Danielle finished the game with 35 VPs, +7 VPs above her victory total of 28. Matt also finished with 35 VPs, but unfortunately this is only +5 VPs above his victory total of 30. This means Danielle has won the game with a standard victory and Matt has suffered a standard defeat. If Matt had instead earned 37 VPs, then both sides would have exceeded their victory total by +7 VPs and the game would have ended in a draw.

NARRATIVE MISSION SPECIAL RULES

Narrative Mission cards include an additional **"Special:"** field listing any special rules that apply to that mission. When a mission special rule appears **only** on either the attacker or defender mission, then that special rule applies only to that force. For example, if your mission card specifies "No Reinforcements" and your opponent's card doesn't, then only you would be unable to bring back reinforcement units during that game.

AMBUSH

The attacker must deploy their force first, followed by the defender. The defender is automatically the priority player for the first turn of the game.

ARTILLERY BOMBARDMENT

After your opponent finishes deploying, each of their units on the table has its suppression level raised by +D3. If a unit is taking cover, its suppression level is only raised by +1.

DUG-IN

When deploying your force, you may place up to +D6 bonus Cover tokens, which are ignored when comparing which player placed more Cover/On the Move tokens.

ENEMY SURROUNDED

Your reserves may enter from either flanking table edge, as well as your own reserve table edge. Your units with the **Scout** ability may make a flanking maneuver, but arrive from the opponent's reserve table edge if they do.

GAME LENGTH (X)

This game lasts the specified number of turns (X), instead of the standard 5 turns.

LIGHTNING STRIKE

When deploying your force, you may place up to +D6 bonus On the Move tokens, which are ignored when comparing which player placed more Cover/On the Move tokens.

LOW VISIBILITY

When *low visibility conditions* are in effect, all long ranged shooting automatically misses.

NO DEPLOYMENT

All of your units, except for those with the **Scout** ability, must start the game in reserve.

NO REINFORCEMENTS

You may not bring back any reinforcement units.

NO RESERVES

You cannot voluntarily place your units into reserve while deploying your force.

SNEAK ATTACK

When deploying your force, up to D6 of your non-anvil units may set up in no-man's land, provided they are still entirely on your half of the table (measured from your reserve table edge). Alternatively, if these units are placed in reserve, they may make a flanking maneuver.

SUPERIOR NUMBERS

You may bring back up to 2 of your previously destroyed units as reinforcements each turn, instead of just 1. In addition, whenever you win a reinforcement bidding war, you expend only **half** of the CPs bid, instead of the full amount.

TIME OF DAY

- **Dawn:** The first turn is played in low visibility conditions.
- **Dusk:** The last turn is played in low visibility conditions.
- **Night:** The entire game is played in low visibility conditions.



NARRATIVE MISSIONS

You can choose narrative missions by agreeing with your opponent which to play, or by linking a number of pre-chosen missions together into a narrative campaign. If you would just like a random mission you can roll a D6 and divide the result by 2 (rounding up) to determine which mission from the pack to use. We will be adding more Narrative Mission Packs to the Maelstrom's Edge website in the future.

NARRATIVE MISSION PACK #1

Note that the descriptions below are included for flavor, but you do not have to use the factions mentioned here - any combination of forces is fine!

MISSION 1. THE LAST STAND

Epirian forces, cut off and outnumbered, are trying to hold a satellite dish broadcasting a warning that the Karists have invaded. Karists have encircled the Epirian position, pounding them with artillery and aiming to wipe them out.

THE LAST STAND	
DEPLOYMENT: Face-off	
<i>Smash into enemy territory and utterly crush them.</i>	
OBJECTIVES:	
PRIMARY:	Decimation (8)
SECONDARY: King of the Hill (4)	
King of the Hill zone: 12" radius from enemy artifact.	
SPECIAL:	Artillery Bombardment Enemy Surrounded Superior Numbers
Victory Total: 28 VPs	

THE LAST STAND	
DEPLOYMENT: Face-off	
<i>With your dying breath, make them pay for every inch.</i>	
OBJECTIVES:	
PRIMARY:	Defend the Artifact (4)
Artifact Marker	
SECONDARY:	King of the Hill (3)
King of the Hill zone: 12" radius from your artifact.	
SPECIAL:	Dug-in, No Reinforcements.
Victory Total: 30 VPs	

MISSION 2. NIGHT RAID

The Broken are trying to destroy a Remnant staging ground. Approaching under cover of darkness, they are seeking to inflict critical damage and escape relatively unharmed. The Remnant are trying to secure the area and kill the enemy commander responsible for this raid.

NIGHT RAID	
DEPLOYMENT: Face-off	
<i>Sneak into enemy territory and destroy their depot.</i>	
OBJECTIVES:	
PRIMARY:	Demolition (8)
Demo Target Marker	
SECONDARY:	Alpha Strike (4)
SPECIAL:	Enemy Surrounded Sneak Attack Time of Day (Night)
Victory Total: 32 VPs	

NIGHT RAID	
DEPLOYMENT: Face-off	
<i>Clear the area and break the enemy chain of command.</i>	
OBJECTIVES:	
PRIMARY:	Domination (3)
SECONDARY:	Assassination (8)
SPECIAL:	No Reserves Time of Day (Night)
Victory Total: 30 VPs	

MISSION 3. ESCALATION

Throughout the night, Broken and Epirian patrol forces have both been looking into reports of weapon caches hidden in the countryside. At dawn, they accidentally blunder into each other, initiating a probing, haphazard battle as they await further information from HQ about what they're actually fighting over.

ESCALATION	
DEPLOYMENT: Face-off	
<i>Hastily attack a surprised enemy while awaiting orders.</i>	
OBJECTIVES:	
PRIMARY:	Delayed Objectives (4)
Delayed Objective Markers	
SECONDARY:	Alpha Strike (3)
SPECIAL:	No Deployment Game Length (6) Time of Day (Dawn).
Victory Total: 24 VPs	

ESCALATION	
DEPLOYMENT: Face-off	
<i>Hastily attack a surprised enemy while awaiting orders.</i>	
OBJECTIVES:	
PRIMARY:	Delayed Objectives (4)
Delayed Objective Markers	
SECONDARY:	Alpha Strike (3)
SPECIAL:	No Deployment Game Length (6) Time of Day (Dawn).
Victory Total: 24 VPs	

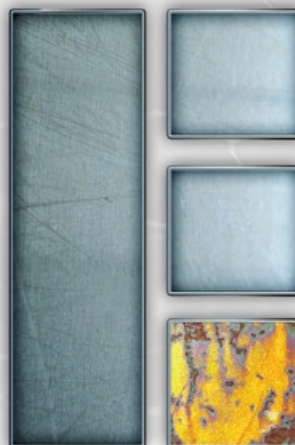


THE MAELSTROM'S EDGE UNIVERSE



FORCES OF THE EPIRIAN FOUNDATION

Journeyman Bot Handler	80	SecDef Tactical Team	94
Master Bot Handler	81	SecDef Rapid Insertion Team	95
Command Scarecrow	82	SecDef Annihilator Team	96
SecDef Lieutenant	83	SecDef Medic	97
SecDef Field Commander	84	Automated Uplink Relay	99
Contractor Defenders	85		
Contractor Engineers	86		
Contractor Medics	87		
Contractor Scouts	88		
Contractor Suppression Team	89		
Spider Drones	90		
Scarecrow Sniper	91		
Firefly Recon Drones	92		
Hunter-Class Warmech	93		



“You’re not even listening, you arrogant little bureaucrat!”

The bearded man across the table was pounding his fist and looking furious. Foundation Rep Ysaria started, looking momentarily embarrassed. She had drifted off whilst he was talking. But then, she’d heard it all before. Some speaker for the little people trying to cut a deal for their constituents, threatening outright rebellion if their demands weren’t met. These last months she’d had at least two dozen similar interviews and they were growing tiresome.

“Foreman Rand,” Ysaria replied in a conciliatory tone, “I understand you’re worried about your people. Please rest assured that we are doing all we can to ensure timely evacuation for the entire population and to provide for them until such time has come, and we are progressing on schedule. Now if you will excuse me, I have another appointment.”

As the still clearly seething foreman stalked from the chamber, Master Handler Serena stepped forward from her customary position behind the representative’s shoulder, speaking up in her impassive, synthesized voice, “The schedule is flawed. The Broken are gaining support. The more you delay, the more you drive to their cause.”

Ysaria sighed. “We have provided you with ample drones and warmechs, have we not, Master Handler? You do your job, I’ll continue doing mine. There are myriad details I must personally ...”

A massive explosion cut her off, shaking the building and shattering several windows. Serena immediately engaged her neural interface and linked with the Scarecrow bot surveying the compound. Broken insurgents had blasted a hole in the perimeter wall and masses of the unwashed were swarming through the gap. The poor sods had no chance. Acting on pre-set programming, two Hunter Warmechs were already closing on the breach and raining death on the invaders. As she watched, the huge form of a Gnolti reared up in the gap, swinging what looked like a light post as a club. She pulsed the command to her Scarecrows to designate the Gnolti a priority target. In moments, the beast fell, pierced by multiple railrifle rounds. It was done.

Serena spoke aloud, “Threat contained, commencing clean-up.”

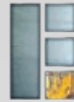
As much as she sympathized with some of these people’s concerns, the Broken had no business interfering with Foundation affairs by force. Between these out of control Broken rebels, Karist zealots, the approaching Artarian fleet and hostile aliens, the Foundation was all that stood between orderly evacuation and anarchy.



JOURNEYMAN BOT HANDLER

11 Points

A Handler's neural interface grants unparalleled access to tactical information and the ability to control bots at a distance.



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Journeyman Bot Handler	6	4	3	3	2	3	3+	Infantry

UNIT SIZE: 1 Journeyman Bot Handler.

EQUIPMENT: Maglock Dominator Pistol.

ABILITIES: Bot Handler (1), Push the Machines.

OPTIONS:

- May be equipped with additional Maglock Dominator Pistol: +2 pts.
 - May replace up to 1 Maglock Dominator Pistol with Aux Grenade Launcher: +0 pts.
 - May be equipped with up to 1:
 - Micro Drone - Aerial Uplink: +3 pts.
 - Micro Drone - Command Booster: +2 pts.
 - Micro Drone - Spotter: +1 pt.
- This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Maglock Dominator Pistol	24"	1	4	2	6+	Pistol	Guided
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)

ABILITY & EQUIPMENT SUMMARY

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

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

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

MICRO DRONES:

- Aerial Uplink:** The Handler's **BOT HANDLER** ability is increased by (+1).
- Command Booster:** The Handler's command range is increased by +6".
- Spotter:** After completing a Fire action against a target within 24", place a Painted token on that target. Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

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

PUSH THE MACHINES: At the end of this unit's activation, expend 2 CPs to immediately reactivate a friendly **Bot Division** unit within command range that is composed entirely of **Robot** models. Raise the reactivated unit's suppression level by +2 before it performs any actions, or by +3 if the unit contains any behemoth or vehicle models. Note that this reactivation does not count as one of your normal unit activations.

UNIT DESIGNATORS: Bot Division, Bot Handler, Character, Organic.

Ver: β2.1



MASTER BOT HANDLER

14 Points

Controlling bots is as natural as breathing when you have the best neural interfaces and the finest combat armature money can buy.



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Master Bot Handler	7	4	3	4	2	4	3+	Infantry (Squad Leader)
Defender Drone	7	4	2	2	1	1	4+	Infantry

UNIT SIZE: 1 Master Bot Handler.

EQUIPMENT: *Master Bot Handler:* Maglock Dominator Launcher.
Defender Drone: Defender Laser System.

ABILITIES: *Master Bot Handler:* Bot Handler (2), Hover, Machine God, Master Focus.
Defender Drone: Cascade Field, Hover, Slaved.

OPTIONS:

- May add up to 3 Defender Drones: +2 pts each.
- May be equipped with up to 2:
 - Micro Drone - Aerial Uplink: +3 pts each.
 - Micro Drone - Command Booster: +2 pts each.
 - Micro Drone - Spotter: +1 pt each.
- Master Bot Handler may replace Maglock Dominator Launcher with High-Intensity Laser System: -1 pt.
- This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Defender Laser System	18"	2	4	2	5+		Beam
High-Intensity Laser System	18"	1	5	3	5+		Armor Piercing, Beam
Maglock Dominator Launcher	30"	2	4	2	6+		Guided

ABILITY & EQUIPMENT SUMMARY

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

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

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

CASCADE FIELD: This is a **FIELD** ability (special defense). Each round of shooting, you may block up to 1 hit per model in this unit with the **CASCADE FIELD** ability. For each hit it blocks, roll a D6: on a result of 1-3, raise this unit's suppression level by +1..

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

HOVER: This model may move dynamically (see page 24).

MACHINE GOD (1): (1) friendly **Bot Division** units per turn within command range of this model may utilize their **Bot Protocol** ability at a reduced cost of -1 CP (to a minimum of 0) and those units gain +1 SKL until the end of their activation.

MASTER FOCUS: Each turn during this unit's activation, choose 1 of the following options:

- Digital Wrath:** *Status action* - Expend 1 CP and select a valid **ARMORED** or **INORGANIC** enemy target unit within 30". That target is confused: reduce the number of actions it may perform during its next activation by -1. If the target is already confused, raise its suppression level by +1 instead.
- Lead the Disciples:** Add +1 to this model's **MACHINE GOD** ability value until the end of the turn.

MICRO DRONES:

- Aerial Uplink:** The Handler's **BOT HANDLER** ability is increased by (+1).
- Command Booster:** The Handler's command range is increased by +6".
- Spotter:** After completing a Fire action against a target within 24", place a Painted token on that target. Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

SLAVED: If a unit ever contains only slaved models, immediately remove them as casualties.

UNIT DESIGNATORS: *Master Bot Handler:* Armored, Bot Division, Bot Handler, Solo.
Defender Drone: Bot Division, Inorganic, Robot.

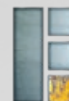
Ver: β2.1



COMMAND SCARECROW

10 POINTS

Equipped with a command array, a Scarecrow is able to control other bots, turning it into an ad-hoc leader.



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Scarecrow	5	3	2(4)	3	1	2	4+	Infantry

UNIT SIZE: 1 Scarecrow.

EQUIPMENT: Clingfire Sprayer, Maglock Railrifle.

ABILITIES: Bot Handler (1), Bot Protocol - Rapid Fire, Marksman (+2), Point Defense.

OPTIONS:

- May replace Clingfire Sprayer with Chemtek Sprayer: +0 pts.
- This detachment may include the following additional units, all of which must have the **Bot Division** designator:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Clingfire Sprayer	8"	1+D6	3	2	2+	SR	Burn (1), Dispersed Fire
Maglock Railrifle	60"	1	6	3	2+	Heavy	Armor Piercing, Sniper

ABILITY & EQUIPMENT SUMMARY

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

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

BOT PROTOCOL - RAPID FIRE: During this unit's activation, if within command range of a **BOT HANDLER**, expend 1 CP to give one weapon +1 SHO for the duration of its activation.

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 page 28).

CHEMTEK SPRAYER: Enemy **ORGANIC** units treat the area within 8" of a model with a Chemtek Sprayer as dangerous ground (+1).

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

MARKSMAN (+2): Add (+2) to this model's SKL while firing, except during CQ Fighting.

POINT DEFENSE: Once per turn, when a visible friendly unit within 6" makes a Defensive Fire action, this unit may also take a Defensive Fire action against that same target.

SNIPER: Ignore the additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

UNIT DESIGNATORS: Bot Division, Bot Handler, Inorganic, Robot, Solo.

Ver: β2.1



SecDEF LIEUTENANT

The lower echelon of SecDef command, Lieutenants are often given the toughest assignments.

6 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

SecDef Lieutenant	6	4	3	3	2	3	3+	Infantry
-------------------	---	---	---	---	---	---	----	----------

UNIT SIZE: 1 SecDef Lieutenant.

EQUIPMENT: Araldyne G20 Pistol, Target Designator.

ABILITIES: Aerial Insertion, SecDef Commander (1), Sit Rep.

OPTIONS:

- May replace Araldyne G20 Pistol with Araldyne CB22 Assault Carbine: +1 pt.

- This detachment may include the following additional units, all of which must have the **SecDEF** designator:



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

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Araldyne G20 Pistol	12"	1	4	1	5+	Pistol	
---------------------	-----	---	---	---	----	--------	--

Araldyne CB22 Assault Carbine	18"	1	4	1	4+	SR	
-------------------------------	-----	---	---	---	----	----	--

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

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

SIT REP: *Status action* - Gain 1 CP.

TARGET DESIGNATOR: After completing a Fire action against a target within 30", place 1 Painted token on that target once the action is complete. Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

UNIT DESIGNATORS: Character, Organic, SecDef.

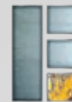
Ver: β2.1



SecDEF FIELD COMMANDER

Yes ma'am, I'm a professional. A professional bad-ass here to protect you.

10 POINTS







MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SecDef Field Commander	6	4	3	4	3	4	3+	Infantry

UNIT SIZE: 1 SecDef Field Commander.

EQUIPMENT: None.

ABILITIES: Advanced Machine Assistance, Aerial Insertion, Get the Job Done, SecDef Commander (2).

OPTIONS:

- Must be equipped with any 2:
 - Araldyne FG19 Flakk Gun: +2 pts each.
 - Araldyne LM14 Machine Gun: +3 pts each.
 - Araldyne LS99 High-Intensity Laser: +2 pts each.
 - Hydraulic Fist: +1 pt each.
- This detachment may include the following additional units, all of which must have the **SecDEF** designator:
 -  **1-4**
 -  **0-2**
 -  **0-2**
 -  **0-2**
- May be equipped with 1 of the following:
 - Cluster Missile Pod & Targeting System: +3 pts.
 - Dual Cluster Missile Pods: +3 pts.
 - 2 Targeting Systems: +2 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Araldyne FG19 Flakk Gun	18"	1	5	3	4+	SR	
Araldyne LM14 Machine Gun	24"	3	4	1	3+		
Araldyne LS99 High-Intensity Laser	24"	1	6	4	5+		Armor Piercing, Beam, Unstable
Cluster Missile Pod	30"	1+SB	4	1	4+	AoE, Heavy	Guided
Dual Cluster Missile Pods	30"	2+SB	4	1	4+	AoE, Heavy	Guided
Hydraulic Fist	CQ	+1	5	3	-	Heavy, Melee	

ABILITY & EQUIPMENT SUMMARY

ADVANCED MACHINE ASSISTANCE: May fire all of its weapons during each round of shooting, not just one. Ignore the Heavy weapon type for weapons equipped on this model.

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

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

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

GET THE JOB DONE: *Free action* - expend 2 CPs and choose a **SecDEF** unit within 18". For the remainder of this turn, the selected unit can control an objective marker even when an enemy unit is contesting it.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

SECDEF 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 up to (2) orders to friendly units within 18". When issuing an order to a **SecDEF** unit, lower its suppression level by -2, instead of -1. This character can only join a **SecDEF** unit.

TARGETING SYSTEM: For each targeting system this model is equipped with, add +1 to its SKL.

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

UNIT DESIGNATORS: Character, Organic, SecDef.

Ver: β2.1



CONTRACTOR DEFENDERS

These days, it's cheaper to hire somebody to fill a uniform than build a new bot.

4 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor	7	4	2	2	1	1	5+	Infantry
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry

UNIT SIZE: 2 Contractors, 1 Contractor Team Leader.

EQUIPMENT: *Contractor & Team Leader:* Maglock Assault Rifle, Maglock Guardian Pistol.
Contractor Drone: Dual Flakk Guns.

ABILITIES: *Contractor & Team Leader:* None.
Contractor Drone: Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- May replace up to 2 Contractors with a Contractor Drone*: +2 pts each.
- Up to 2 Contractors may be equipped with an Aux Grenade Launcher: +2 pts each.
- Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.
- Any Contractor Drone may replace Dual Flakk Guns with:
 - Dual Cluster Missile Pods: +1 pt each.
 - Dual Strike Missile Pods: +1 pt each.
 - Maglock Chaingun: +1 pt each.
 - Suppressor Dual Machine Gun: +2 pts each

***Heavy Defenders:** A Contractor Defender unit with 2 Contractor Drones is an **ANVIL** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
Dual Cluster Missile Pods	30"	2+SB	4	1	4+	AoE, Heavy	Guided
Dual Flakk Guns	18"	2	5	2	5+	SR	
Dual Strike Missile Pods	30"	2	6	4	5+	Heavy	Armor Piercing, Guided
Maglock Assault Rifle	24"	1	3	1	5+		
Maglock Chaingun	36"	3	5	2	5+	Heavy	
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)
Suppressor Dual Machine Guns	30"	4	4	1	4+	Heavy	Suppressor (2)

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.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

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

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

SLAVED: If a unit ever contains only slaved models, immediately remove them as casualties.

SUPPRESSOR (2): When performing Suppressive Fire, make (2) separate suppression tests for firing this weapon, instead of just 1.

UNIT DESIGNATORS: *Contractor & Team Leader:* Contractor, Organic.
Contractor Drone: Contractor, Inorganic, Robot.

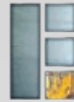
Ver: β2.1



CONTRACTOR ENGINEERS

Part soldier, part maintenance worker - a mainstay of Foundation defense forces.

5 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor	7	4	2	2	1	1	5+	Infantry
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry

UNIT SIZE: 1 Contractor, 1 Contractor Team Leader, 1 Contractor Drone.

EQUIPMENT: *Contractor & Team Leader:* Maglock Assault Rifle, Maglock Guardian Pistol.
Contractor Drone: None.

ABILITIES: *Contractor & Team Leader:* Contractor Bot Repairs.
Contractor Drone: Contractor Bot Repairs, Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- Up to 2 Contractors may be equipped with an Aux Grenade Launcher: +2 pts each.
- Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
Maglock Assault Rifle	24"	1	3	1	5+		
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)

ABILITY & EQUIPMENT SUMMARY

CONTRACTOR BOT REPAIRS: *Status action* - Choose a friendly **Robot** unit within 6". Either lower that unit's suppression level by -2 or heal up to 2 injuries on a **Robot** model in that unit (or one of each). If your Contractor Drone has been removed as casualty, reduce this to only -1 suppression level or 1 injury healed instead.

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

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

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

SLAVED: If a unit ever contains only slaved models, immediately remove them as casualties.

UNIT DESIGNATORS: *Contractor & Team Leader:* Contractor, Organic.
Contractor Drone: Contractor, Inorganic, Robot.

Ver: β2.1



CONTRACTOR MEDICS

A couple weeks of paid triage training and voilà! A Contractor becomes a medic.

5 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor	7	4	2	2	1	1	5+	Infantry
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry

UNIT SIZE: 1 Contractor, 1 Contractor Team Leader, 1 Contractor Drone.

EQUIPMENT: *Contractor & Team Leader:* Maglock Assault Rifle, Maglock Guardian Pistol.
Contractor Drone: None.

ABILITIES: *Contractor & Team Leader:* Contractor Medics.
Contractor Drone: Contractor Medics, Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- Up to 2 Contractors may be equipped with an Aux Grenade Launcher: +2 pts each.
- Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
Maglock Assault Rifle	24"	1	3	1	5+		
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)

ABILITY & EQUIPMENT SUMMARY

CONTRACTOR MEDICS: *Status action* - Choose a friendly **ORGANIC** unit within 6". Either lower that unit's suppression level by -2 or heal up to 2 injuries on an **ORGANIC** model in the unit (or one of each). If your Contractor Drone has been removed as casualty, reduce this to only -1 suppression level or 1 injury healed instead.

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

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

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

SLAVED: If a unit ever contains only slaved models, immediately remove them as casualties.

UNIT DESIGNATORS: *Contractor & Team Leader:* Contractor, Organic.
Contractor Drone: Contractor, Inorganic, Robot.

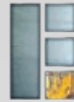
Ver: β2.1



CONTRACTOR SCOUTS

Contractors with an aptitude for sneakiness. Used to paint enemy targets or resupply Foundation units.

5 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor	7	4	2	2	1	1	5+	Infantry
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry

UNIT SIZE: 1 Contractor, 1 Contractor Team Leader, 1 Contractor Drone.

EQUIPMENT: *Contractor & Team Leader:* Maglock Assault Rifle, Maglock Guardian Pistol.
Contractor Drone: Resupply Package.

ABILITIES: *Contractor & Team Leader:* Scout.
Contractor Drone: Scout, Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- Up to 2 Contractors may be equipped with an Aux Grenade Launcher: +2 pts each.
- Contractor Drone may replace Resupply Package with Recon Package: +0 pts.
- Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
Maglock Assault Rifle	24"	1	3	1	5+		
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)

ABILITY & EQUIPMENT SUMMARY

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

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

RECON PACKAGE: After completing a Fire action against a target within 24", place 1 Painted token on that target. Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

RESUPPLY PACKAGE: Friendly units within 6" (including this unit) may re-roll one failed hit roll during each round of shooting.

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.

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

SLAVED: If a unit ever contains only slaved models, immediately remove them as casualties.

UNIT DESIGNATORS: *Contractor & Team Leader:* Contractor, Organic.
Contractor Drone: Contractor, Inorganic, Robot.

Ver: β2.1



CONTRACTOR SUPPRESSION TEAM

5 Points

Originally designed to pacify unruly throngs of refugees, Contractor Suppression Teams excel at close quarters fighting.



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor	7	4	2	2	1	1	5+	Infantry
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Squad Leader)
Subjugator	7	4	2	3	1	3	6+	Infantry

UNIT SIZE: 2 Contractors, 1 Contractor Team Leader.

EQUIPMENT: *Contractor & Team Leader:* Frag Grenades, Maglock Assault Rifle, Maglock Guardian Pistol.
Subjugator: 2 Clingfire Burst Sprayers.

ABILITIES: *Contractor & Team Leader:* Linebreaker.
Subjugator: Linebreaker, Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- May replace up to 1 Contractor with Subjugator: +3 pts.
- Up to 2 Contractors may be equipped with an Aux Grenade Launcher: +2 pts each.
- Subjugator may replace up to 1 Clingfire Burst Sprayer with a Chemtek Sprayer: +0 pts.
- Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
Clingfire Burst Sprayer	6"	D6	3	2	2+	Pistol	Burn (1), Dispersed Fire
Maglock Assault Rifle	24"	1	3	1	5+		
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)

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 page 28).

CHEMTEK SPRAYER: Enemy **ORGANIC** units treat the area within 8" of a model with a Chemtek Sprayer as dangerous ground (+1).

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 page 37 for details.

LINEBREAKER: An enemy unit taking a CQ WP test after a round of CQ Fighting with this unit suffers an additional -1 modifier to its test.

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

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

SLAVED: If a unit ever contains only slaved models, immediately remove them as casualties.

UNIT DESIGNATORS: *Contractor & Team Leader:* Contractor, Organic.
Subjugator: Contractor, Inorganic, Robot.

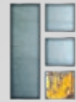
Ver: β2.1



SPIDER DRONES

A Spider Drone's low-profile and unique leg design make them nigh impossible to shake from a defensive position.

7 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Spider Drone	6	4	2	2	1	1	5+	Infantry
Apprentice Bot Handler	6	4	2	2	1	1	4+	Infantry (Squad Leader)

UNIT SIZE: 1 Apprentice Bot Handler, 2 Spider Drones.

EQUIPMENT: *Apprentice Bot Handler:* Maglock Dominator Pistol.

Spider Drone: Drone Class Machine Guns.

ABILITIES: *Apprentice Bot Handler:* Bot Handler (0).

Spider Drone: Bot Protocol - Stay Low.

OPTIONS:

- May add up to 2 more Spider Drones: +3 pts each.
- May replace Apprentice Bot Handler with Spider Drone: -2 pts.
- Any Spider Drone may replace Drone Class Machine Guns with Drone Class Flakk Guns: +0 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Drone Class Flakk Guns	12"	2	5	2	5+	SR	
Drone Class Machine Guns	18"	2	3	1	4+		
Maglock Dominator Pistol	24"	1	4	2	6+	Pistol	Guided

ABILITY & EQUIPMENT SUMMARY

BOT HANDLER (0): This model has the **COMMAND** (0) ability, which means each turn during its activation, it can issue 1 order, but only to its own unit. When issuing an order to a **Bot Division** unit, lower its suppression level by -2, instead of -1.

BOT PROTOCOL - STAY LOW: During this unit's activation, if it is already taking cover and within command range of a Bot Handler, expend 1 CP to give this unit an additional Cover token.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **Dodge** ability.

UNIT DESIGNATORS: *Apprentice Bot Handler:* Bot Division, Bot Handler, Organic.
Spider Drone: Bot Division, Inorganic, Robot.

Ver: β2.1



SCARECROW SNIPER

The ultimate security bot - a Scarecrow is always watching and its Railrifle rarely misses.

8 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Scarecrow	5	3	2(4)	3	1	2	4+	Infantry
-----------	---	---	------	---	---	---	----	----------

UNIT SIZE: 1 Scarecrow.

EQUIPMENT: Clingfire Sprayer, Maglock Railrifle.

ABILITIES: Bot Protocol - Rapid Fire, Marksman (+2), Point Defense.

OPTIONS:

- May replace Clingfire Sprayer with Chemtek Sprayer: +0 pts.
- May replace all weapons with:
 - Dual Clingfire Sprayers: -2 pts.
 - 1 Clingfire Sprayer & 1 Chemtek Sprayer: -2 pts.
- May replace Bot Protocol - Rapid Fire with Bot Protocol - Overdrive: -2 pts.
- Up to 2 separate Scarecrow Sniper units may be taken as a single **HAMMER** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Clingfire Sprayer	8"	1+D6	3	2	2+	SR	Burn (1), Dispersed Fire
-------------------	----	------	---	---	----	----	--------------------------

Dual Clingfire Sprayers	8"	2+D6	3	2	2+	SR	Burn (1), Dispersed Fire
-------------------------	----	------	---	---	----	----	--------------------------

Maglock Railrifle	60"	1	6	3	2+	Heavy	Armor Piercing, Sniper
-------------------	-----	---	---	---	----	-------	------------------------

ABILITY & EQUIPMENT SUMMARY

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

BOT PROTOCOL - OVERDRIVE: During this unit's activation, if within command range of a **BOT HANDLER**, expend 1 or 2 CPs to increase this unit's MV characteristic by +2 or +4, respectively, for the duration of its activation.

BOT PROTOCOL - RAPID FIRE: During this unit's activation, if within command range of a **BOT HANDLER**, expend 1 CP to give one weapon +1 SHO for the duration of its activation.

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 page 28).

CHEMTEK SPRAYER: Enemy **ORGANIC** units treat the area within 8" of a model with a Chemtek Sprayer as dangerous ground (+1).

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

MARKSMAN (+2): Add (+2) to this model's SKL while firing, except during CQ Fighting.

POINT DEFENSE: Once per turn, when a visible friendly unit within 6" makes a Defensive Fire action, this unit may also take a Defensive Fire action against that same target.

SNIPER: Ignore the additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

UNIT DESIGNATORS: Bot Division, Inorganic, Robot, Solo.

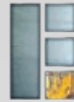
Ver: β2.1



FIREFLY RECON DRONES

9 Points

Retrofitted crop-dusters, Fireflies provide invaluable aerial targeting data while carrying a lethal payload of Clingfire.



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Firefly Drone	8	5	2	1	1	1	5+	Infantry

UNIT SIZE: 3 Firefly Drones.

EQUIPMENT: Clingfire Pod, Drone Class Laser System.

ABILITIES: Bot Protocol - Defensive Maneuvers, Dodge (1), Hover, Mobile, Scout.

OPTIONS:

- May add up to 2 more Firefly Drones: +4 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Clingfire Pod	H&R	1+SB	3	2	2+	AoE	Burn (1), Dispersed Fire Hit & Run
Drone Class Laser System	24"	1	4	2	5+		Beam, Paint

ABILITY & EQUIPMENT SUMMARY

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

BOT PROTOCOL - DEFENSIVE MANEUVERS: During this unit's activation, if within command range of a **Bot Handler**, expend 1 CP to give this unit +1 to its **Dodge** ability value, until this unit next activates.

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 page 28).

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

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

HOVER: This model may move dynamically (see page 24).

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

PAINT: After completing a Fire action against a target within standard range of this weapon, place 1 Painted token on that target (up to 1 new token per Fire action). Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

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.

UNIT DESIGNATORS: Bot Division, Inorganic, Robot.

Ver: β2.1



HUNTER-CLASS WARMECH

13 Points

Designed for battle, heavily armored Hunter warmechs lay down withering fire even while on the move.



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Hunter Warmech	5	3	3	5	3	8	4+	Behemoth
----------------	---	---	---	---	---	---	----	----------

UNIT SIZE: 1 Hunter Warmech.

EQUIPMENT: Hydraulic Fist, Maglock Chaingun.

ABILITIES: Bot Protocol - Lock On, Mission Specialist.

OPTIONS:

- May be equipped with up to 2 Missile Pods:
 - Cluster Missile Pod: +3 pts each.
 - Strike Missile Pod: +1 pt each.
- May replace Maglock Chaingun with:
 - Flakk Cannon: -2 pts.
 - Suppressor Dual Machine Gun: -2 pts.
- May replace Hydraulic Fist with:
 - Flakk Cannon: +3 pts.
 - Suppressor Dual Machine Gun: +3 pts.
- May replace Bot Protocol - Lock-On with Bot Protocol - Overdrive: -2 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Cluster Missile Pod	30"	1+SB	4	1	4+	AoE, Heavy	Guided
Flakk Cannon	18"	2	5	3	5+	Heavy, SR	
Hydraulic Fist	CQ	+1	5	3	-	Heavy, Melee	
Maglock Chaingun	36"	3	5	2	5+	Heavy	
Suppressor Dual Machine Guns	30"	4	4	1	4+	Heavy	Suppressor (2)
Strike Missile Pod	30"	1	6	4	5+	Heavy	Armor Piercing, Guided

ABILITY & EQUIPMENT SUMMARY

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

BOT PROTOCOL - LOCK ON: During this unit's activation, if within command range of a **BOT HANDLER**, expend 1 CP to allow this unit to take a free Aim status action. This can allow the unit to make up to 2 Aim actions during a single activation.

BOT PROTOCOL - OVERDRIVE: During this unit's activation, if within command range of a **BOT HANDLER**, expend 1 or 2 CPs to increase this unit's MV characteristic by +2 or +4, respectively, for the duration of its activation.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

SUPPRESSOR (2): When performing Suppressive Fire, make (2) separate suppression tests for firing this weapon, instead of just 1.

DAMAGED: At FOR 4-5, this model can fire up to 3 weapons.
At FOR 1-3, this model can fire up to 2 weapons.

UNIT DESIGNATORS: Bot Division, Inorganic, Robot.

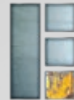
Ver: β2.1



SecDEF TACTICAL TEAM

The finest soldiers money can buy.

10 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SecDef Infantry	6	4	3	3	2	2	4+	Infantry
SecDef Sergeant	6	4	3	3	2	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 SecDef Infantry, 1 SecDef Sergeant.

EQUIPMENT: Araldyne AR60 Assault Rifle, Araldyne G20 Pistol.

ABILITIES: Aerial Insertion, Cover Drill.

OPTIONS:

- May add up to 2 more SecDef Infantry: +4 pts each.
- Up to 1 SecDef Infantry may replace Araldyne AR60 Assault Rifle with:
 - Araldyne CG100 Chaingun: +3 pts.
 - Araldyne GL2 Grenade Launcher: +2 pts.
 - Araldyne LC42 Laser Carbine: +1 pt.
 - Araldyne LM14 Machine Gun: +1 pt.
 - Araldyne ML9 Assault Launcher: +2 pts.
 - Araldyne SR40 Sniper Rifle: +1 pt.
- Up to 1 SecDef Infantry may replace Araldyne AR60 Assault Rifle with:
 - Araldyne GL2 Grenade Launcher: +2 pts.
 - Araldyne LC42 Laser Carbine: +1 pt.
 - Araldyne SR40 Sniper Rifle: +1 pt.
- A SecDef Tactical Team may be taken as a **CORE** unit selection in a detachment led by a **SecDEF** Command unit.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Araldyne AR60 Assault Rifle	30"	1	4	1	4+		
Araldyne CG100 Chaingun	30"	2	5	3	4+		
Araldyne G20 Pistol	12"	1	4	1	5+	Pistol	
Araldyne GL2 Grenade Launcher	24"	2+SB	3	1	2+	AoE	Dispersed Fire, Poison (+2)
Araldyne LC42 Laser Carbine	18"	1	5	3	4+	SR	Armor Piercing, Beam
Araldyne LM14 Machine Gun	24"	3	4	1	3+		
Araldyne ML9 Assault Launcher							
- Chemtek Warhead	36"	2+SB	3	1	2+	AoE, Heavy	Dispersed Fire, Guided, Poison (+2)
- Strike Warhead	36"	1	6	5	5+	Heavy	Armor Piercing, Guided
Araldyne SR40 Sniper Rifle	48"	1	6	2	2+	Heavy	Armor Piercing, Sniper

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

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

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

COVER DRILL: This unit may take a free Take Cover status action during each activation. This allows the unit to make up to 2 Take Cover actions during a single activation.

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

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

POISON (+2): (+2) DAM on **ORGANIC** models.

SNIPER: Ignore the additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

UNIT DESIGNATORS: Organic, SecDef.

Ver: β2.1



SecDef RAPID INSERTION TEAM

Float like a butterfly, sting like a sledgehammer.

10 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SecDef Boostpack Infantry	8	4	3	3	2	2	4+	Infantry
SecDef Boostpack Sergeant	8	4	3	3	2	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 SecDef Boostpack Infantry, 1 SecDef Boostpack Sergeant.

EQUIPMENT: Boostpack, Frag Grenades, Dual Araldyne CB22 Assault Carbines.

ABILITIES: Aerial Insertion, Mobile, Strike & Feint, Scout

OPTIONS:

- May add up to 2 more SecDef Boostpack Infantry: +4 pts each.
- Up to 2 SecDef Boostpack Infantry may replace Dual Araldyne CB22 Assault Carbines with:
 - Dual Araldyne CF13 Clingfire Sprayers: +2 pts each.
 - Dual Araldyne FG19 Flakk Guns: +3 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Dual Araldyne CB22 Assault Carbines	18"	2	4	1	4+	SR	
Dual Araldyne CF13 Clingfire Sprayers	8"	2+D6	4	2	2+	SR	Burn (1), Dispersed Fire
Dual Araldyne FG19 Flakk Guns	18"	2	5	3	4+	SR	

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

BOOSTPACK: This model may move dynamically (see page 24 for details).

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 page 28).

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 page 37 for details.

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

STRIKE & FEINT: When the enemy declares this unit as a charge target, it may immediately retreat, but its suppression level is raised by +2 if it does. If retreating means this unit can no longer be reached by the charge, the enemy makes a Move action instead.

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.

UNIT DESIGNATORS: Organic, SecDef.

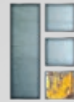
Ver: β2.1



SECDEF ANNIHILATOR TEAM

Twice the firepower, twice the price.

10 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SecDef Infantry	6	4	3	3	2	2	4+	Infantry
SecDef Sergeant	6	4	3	3	2	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 SecDef Infantry, 1 SecDef Sergeant.

EQUIPMENT: Araldyne AR60 Assault Rifle, Araldyne G20 Pistol.

ABILITIES: Aerial Insertion, Torrent of Fire.

OPTIONS:

- May add up to 2 more SecDef Infantry: +4 pts each.
- Up to 2 SecDef Infantry may replace Araldyne AR60 Assault Rifle with:
 - Araldyne CG100 Chaingun: +3 pts each.
 - Araldyne LM14 Machine Gun: +1 pt each.
 - Araldyne ML9 Assault Launcher: +3 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Araldyne AR60 Assault Rifle	30"	1	4	1	4+		
Araldyne CG100 Chaingun	30"	2	5	3	4+		
Araldyne G20 Pistol	12"	1	4	1	5+	Pistol	
Araldyne LM14 Machine Gun	24"	3	4	1	3+		
Araldyne ML9 Assault Launcher							
- Chemtek Warhead	36"	2+SB	3	1	2+	AoE, Heavy	Dispersed Fire, Guided, Poison (+2)
- Strike Warhead	36"	1	6	5	5+	Heavy	Armor Piercing, Guided

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

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.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

POISON (+2): (+2) DAM on **ORGANIC** models.

TORRENT OF FIRE: *Status action* - For the remainder of this activation, all weapons in this unit gain +1 SHO and a +1 modifier to any suppression tests they make. This action cannot be performed during the same activation that any movement action or an Aim status action is also performed.

UNIT DESIGNATORS: Organic, SecDef.

Ver: β2.1



SecDEF MEDIC

Kill that guy or heal this guy? I get paid the same either way.

X Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

SecDef Medic	6	4	3	3	2	2	4+	Infantry
--------------	---	---	---	---	---	---	----	----------

UNIT SIZE: 1 SecDef Medic.

EQUIPMENT: Araldyne CB22 Assault Carbine.

ABILITIES: Aerial Insertion, SecDef Medic.

OPTIONS:

- **Add-on:** May add up to 1 SecDef Medic to the following units, without exceeding their normal maximum size:
 - SecDef Annihilator Team: +4 pts.
 - SecDef Tactical Team: +4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Araldyne CB22 Assault Carbine	18"	1	4	1	4+	SR	
-------------------------------	-----	---	---	---	----	----	--

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

SECDEF MEDIC: *Status action* - Choose a friendly **ORGANIC** unit within 6". Either lower that unit's suppression level by -1 or heal 1 injury on an **ORGANIC** model in that unit. If the chosen unit is a **SecDEF** unit, then improve this to -2 suppression levels or up to 2 injuries healed (or one of each).

UNIT DESIGNATORS: Organic, SecDef.

Ver: β2.1

EPIRIAN FOUNDATION FACTION OBJECTIVES

AUTOMATED UPLINK RELAY

Their dependence on robots and information warfare means the Epirian Foundation relies heavily on electronic communication to function on the battlefield. When engaged in conflict outside of its usual zone of control, the Foundation uses portable uplinks to orbital satellites to provide real-time intelligence about the enemy, and to allow Bot Handlers to remotely interface with Epirian drones on the ground.

(Target Objective) This is a special destructible objective you place while deploying your force. It is placed anywhere wholly within your deployment zone, while also touching no-man's land. It may be placed within 12" of another objective marker. It can generate up to 3 VPs per game, after which it shuts down and is immediately removed. See the Automated Uplink Relay unit profile on the next page for more details.

- **(EACH END PHASE)** If the relay is not destroyed/shut down and also the **CONTACT HEADQUARTERS** ability was not utilized this turn, gain 1 VP.
- **(FINAL TURN END PHASE)** If the relay is not destroyed/shut down, gain all of its remaining VPs.

MASTER OF MACHINES

Bot Handlers constantly seek to improve command over their charges through fine-tuning their neural links, updating pre-programmed command streams and running countless simulations. This provides a skilled Bot Handler a distinct edge on the battlefield against less organized foes.

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

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

- **(EACH END PHASE)** If the **BOT MASTERY** ability was not utilized that turn and you have at least one **BOT HANDLER** on the table, excluding Apprentice Bot Handlers, gain 1 VP.
- **(FINAL TURN END PHASE)** If you have at least one **BOT HANDLER** on the table, excluding Apprentice Bot Handlers, gain all of this objective's remaining VPs.

Bot Mastery: Once per turn, if you have at least one **BOT HANDLER** on the table, excluding Apprentice Bot Handlers, one of your units may utilize its bot protocols even when it isn't within command range of a **BOT HANDLER**.

BEACHHEAD

SecDef are famous for using their aerial superiority to create a beachhead deep within enemy held territory. Once established, such a beachhead allows SecDef forces to pincer their foes, causing tremendous confusion and terror.

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

(Control Objective) This is a special objective marker you place after both sides have finished deploying their forces, but before the game begins. It must be placed wholly within your opponent's deployment zone. It may be placed within 12" of another objective marker. It can only be controlled by friendly units, though it can be contested. A beachhead can generate up to 3 VPs per game, after which you may still utilize the **FORWARD BASE** ability, you just cannot generate any further VPs from it.

- **(EACH END PHASE)** If a friendly unit controls your beachhead, gain 1 VP.
- **(FINAL TURN END PHASE)** If a friendly unit controls your beachhead, gain all of its remaining VPs.

Forward Base: In each end phase before calculating VPs, if you control your beachhead, then any enemy units within 24" of the center of it have the option to immediately retreat. Any enemy units without the **FEARLESS** ability that are still within 24" of the center of your beachhead after this immediately raise their suppression level by an amount equal to the consecutive number of turns you've controlled the beachhead (e.g. you've controlled the beachhead for 3 consecutive turns = +3 suppression levels).



AUTOMATED UPLINK RELAY

Providing real-time data feeds about battlefield conditions, Automated Uplink Drones are a vital resource in the Epirian battle line.

OBJECTIVE



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Automated Uplink Relay	3	3	0	3	1	6	6+	Behemoth

UNIT SIZE: 1 Automated Uplink Relay.

EQUIPMENT: 2 Flakk Defense Batteries.

ABILITIES: Automated Objective, Contact Headquarters.

OPTIONS:

- None.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Flakk Defense Battery	6"	3	5	2	4+	Heavy, SR	

ABILITY & EQUIPMENT SUMMARY

AUTOMATED OBJECTIVE: Although a unit, it does not count as one towards any other mission objectives. It cannot be put into reserve, be a reinforcement or enter a building/transport.

CONTACT HEADQUARTERS: In the command phase, if the relay hasn't been destroyed/shut down, you may generate +1 CP.

MODELING AN AUTOMATED UPLINK RELAY

We encourage the budding Epirian Foundation player to scratch-build or convert your own Automated Uplink Relay, if you're up for that modeling challenge. An Automated Uplink Relay is a Behemoth, and so should be mounted on a 46mm base.

UNIT DESIGNATORS: Bot Division, Inorganic, Robot, Solo.

Ver: β2.1

EPIRIAN FOUNDATION EQUIPMENT

EPIRIAN FOUNDATION WEAPONS

Epirian weapons are solid and utilitarian, with a preference for economy and durability over sophistication. Some are adapted from industrial or farming equipment, while others, most famously those destined for use by SecDef, are custom designed by franchises with a penchant for weapons manufacture.

CLINGFIRE WEAPONS

Clingfire was originally developed as a means to deforest large areas of natural foliage during terraforming, but is just as effective in military actions to flush the enemy out of cover. The thick and sticky fuel explodes violently on contact and reacts with most conventional fire-retardant chemicals, making attempts to dampen its flames backfire.



Clingfire Sprayer / Clingfire Burst Sprayer



Araldyne CF13 Clingfire Sprayer

FLAKK WEAPONS

Designed to fire huge rivets into starship hulls, Flakk weapons are adapted so that the large rivet round shatters as it exits the barrel. The result is a short ranged storm of high velocity metal shards that tears open even the toughest of targets at close range.



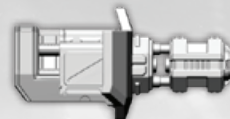
Flakk Gun (Drone Configuration)



Araldyne FG19 Flakk Gun (Harness Configuration)



Araldyne FG19 Flakk Gun



Flakk Cannon



Flakk Defense Battery

GRENADE LAUNCHERS

The simple, rugged design of Foundation grenade launchers makes them ideal for the often harsh conditions of terraforming. Whether a rampaging local beast has to be subdued or a crowd needs to be dispersed, a sturdy Grenade Launcher loaded with Choke rounds is the right tool for the job. Due to widespread demand, the Foundation produces both stand-alone launchers in various configurations, and auxiliary launchers to mount onto other weapons.



Auxiliary Grenade Launcher (Forearm Configuration)



Auxiliary Grenade Launcher (Rifle Configuration)



Araldyne GL2 Grenade Launcher

GRENADES

Epirian forces use a range of different grenade types depending on what is easily available through their local franchises. While differing in technology, they all serve a similar function on the battlefield, forcing an enemy to keep their heads down while troops advance. Choke Grenades carry a potent gas that, while non-lethal, are powerful enough to put an enemy combatant out of the battle for quite some time. EMP Grenades were originally designed specifically to shut down rogue robots, but in an age where almost every enemy is equipped with electronic equipment, have much wider applications. Clingfire Grenades unleash the same devastating explosive fuel found in other types of Clingfire weaponry.

EPIRIAN FRAG GRENADES



Choke Grenade



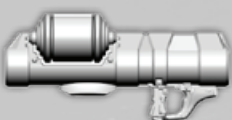
Clingfire Grenade



EMP Grenade

LASER-GUIDED MISSILES

When the cerebral node of a drone is retired from service, this legacy technology is repurposed to become the control circuitry for guided missiles. While these missiles are able to do some minor targeting and course correction on their own, they become quite potent when their target is painted ahead of time by a laser designator.



Araldyne ML9 Assault Launcher



Cluster Missiles



Strike Missile

ARALDYNE
BECAUSE THE BEST
DESERVE THE BEST.



LASER WEAPONS

Developed for industrial applications, weaponized lasers fire short, high-power bursts to maximize their armor penetration. Due to their complex cooling systems, hand-portable lasers are expensive and so only carried by SecDef and other high-ranking individuals. Firefly Drones carry a less potent version, which is used offensively and also as a remote guidance system to relay location data about their target back to the rest of their force.



High-Intensity Laser System



Araldyne LC42 Laser Carbine



Drone Class Laser System



Araldyne LS99 High-Intensity Laser
(Harness Configuration)



Defender Drone

MAGLOCK WEAPONS

Maglock technology fires rounds accelerated by magnetic fields at considerable velocity. The weight saved by using caseless rounds allows far more ammunition to be carried by each trooper. Maglock cartridges are also designed to be interchangeable amongst several weapon systems, thereby reducing cost and maximizing efficiency.



Maglock Guardian/Dominator Pistol



Araldyne G20 Pistol



Maglock Dominator Launcher



Maglock Railgun



Araldyne LM14 Machine Gun



Suppressor Dual Machine Gun



Maglock Assault Rifle



Araldyne AR60 Assault Rifle



Drone Class Machine Gun



Maglock Chaingun



Araldyne SR40 Sniper Rifle



Araldyne CB22 Assault Carbine



Araldyne LM14 Machine Gun
(Harness Configuration)



Araldyne CG100 Chaingun

SHOCK WEAPONS

Adapted from electric stun sticks for animal control, shock weapons are just as effective at pacifying unruly human targets. Most Epirian franchises use shock weapons made by the Agrotican Corporation, a company that specializes in weapons with variable strength electrical and sonic charges, allowing them to be used both in a peacekeeping and battlefield role.



Shock Baton



Shock Maul

MELEE WEAPONS

While not originally intended for combat purposes, the powered hands and claws found on some Epirian bots and utility rigs are rugged and powerful enough to cause significant damage, tearing their way through heavy armor with ease.



Hydraulic Fist (Harness Configuration)



Hydraulic Fist (Hunter Mech)

EPIRIAN FOUNDATION SUPPORT EQUIPMENT

CHEMTEK SPRAYER

Chemtek Industries originally developed their sprayer technology to spread pest-killing neurotoxins over large swathes of land, but they proved just as effective against other organic targets. Chemtek sprayers are a low-cost area defense option, causing blistering of the skin and eyes, disorienting and disabling intruders to an Epirian facility. While the original manufacturer has long since been liquidated, such is the popularity of the product that the brand name lives on.



Chemtek Sprayer

TARGET ASSISTANCE

While most Epirian forces employ bots for advanced targeting information, SecDef prefers to make use of more direct electronic aids, using advanced sensors to provide aim assist and paint enemy targets for the attention of fire support units.



Target Designator



Targeting System



EPIRIAN FOUNDATION SAMPLE ROSTER - 120 POINTS



JOURNEYMAN BOT HANDLER 16 Pts

- 2 x Maglock Dominator Pistols
- Micro Drone - Aerial Uplink



SPIDER DRONES 13 Pts

- 4 x Spider Drones
- Drone Class Machine Guns
- Apprentice Bot Handler
- Maglock Dominator Pistol



FIREFLY RECON DRONES 17 Pts

- 5 x Firefly Drones
- Clingfire Pod, Drone Class Laser System



SPIDER DRONES 13 Pts

- 4 x Spider Drones
- Drone Class Machine Guns
- Apprentice Bot Handler
- Maglock Dominator Pistol



CONTRACTOR SCOUTS 7 Pts

- 2 x Contractors & Contractor Team Leader
- Maglock Assault Rifle & Maglock Guardian Pistol
- Contractor Drone
- Recon Package



CONTRACTOR DEFENDERS 10 Pts

- 3 x Contractors & Contractor Team Leader
- Maglock Assault Rifle & Maglock Guardian Pistol
- Contractor Drone
- Dual Flakk Guns



CONTRACTOR DEFENDERS 14 Pts

- 2 x Contractors & Contractor Team Leader
- Maglock Assault Rifle & Maglock Guardian Pistol
- 2 x Contractor Drones
- Dual Strike Missile Pods



SCARECROW SNIPER 8 Pts

- Clingfire Sprayer & Maglock Railrifle



HUNTER-CLASS WARMECH 14 Pts

- 2 x Strike Missile Pods
- 2 x Suppressor Dual Machine Gun
- Bot Protocol - Overdrive

SCARECROW SNIPER 8 Pts

- Clingfire Sprayer & Maglock Railrifle



BRINGING THE BOTS

In a force led by a Handler, bots are the main focus. The Journeyman's Bot Handler ability, improved by the Aerial Uplink, allows them to keep suppression under control for the force's bots, while their Push the Machines ability allows you to reactivate an already activated bot unit, doubling the effectiveness of a Hunter or one of the Scarecrows each turn. Any leftover command points will be useful for triggering bot protocols throughout the force, and taking the Master of Machine faction objective potentially gives the force an additional free bot protocol activation each turn, allowing the Hunter to move more quickly around the battlefield, the Scarecrows to pump out additional firepower, and the Fireflies to more effectively dodge enemy fire.

While the force only has a single command unit, the presence of the Apprentice Handlers in the Spider Drone units gives them the freedom to move out of the Journeyman's command radius without losing the benefit of orders and bot protocols. Some Contractor units added to the mix give the force some additional firepower. This is boosted even further with some synergies provided by the vanguard units - The Contractor Scouts Recon Package drone, and the Drone Class Laser Systems on the Fireflies both paint enemy units for the attention of the Defenders' and Hunter Warmech's Strike Missiles.

Alternatively, you could drop the Journeyman's second pistol and switch one of the Scarecrow Snipers to a Command Scarecrow, splitting the bot units off into a second detachment. This would provide an additional command point each turn, and having the second command model allows the force to be more spread out while remaining in a command radius bubble for orders and bot protocols.



FORCES OF THE KARIST ENCLAVE

Karist Enclave Special Rules	120
Kaddar Alessi Novitiate	121
Triarch	122
Angel Keeper	123
Kaddar Nova	124
Karist Troopers	125
Karist Trooper Assault Squad	126
Karist Trooper Heavy Squad	127
Karist Praetorians	128
Tempest Elites	129
Angel Minnow Pack	130
Angel Hellblasters	131
Mature Angel	132
Shadow Walker	133
Proselytizer	134



“What do you believe?”

The Epirians believe in money, the Artarians in status, the Broken in freedom. I was taught to believe in ascension. Who can tell what's wrong or right? How many of us believe truly in what our priests keep preaching? Who really believes being taken by the Maelstrom is a blessing, as long as you prepare body and spirit for its embrace? Who of us is certain of a blessed afterlife? Who knows they deserve it? Who knows this afterlife exists at all?

Living in the secluded comfort of a Karist community, it's easy to take ascension for granted and never doubt the priestly teachings. Having been amongst unbelievers as long as I have, one is exposed to contrary views. One is ridiculed for believing in the bizarre. Assumptions are challenged, more rational views promoted. Being so near the Edge one is forced to think: do I really want this thing to take me? Am I ready? What if we're all wrong? The desire to live suddenly becomes very strong when your faith is subjected to the ultimate test.

When sending our missionaries, deploying our troops, liberating worlds and recruiting novices, we believe this is all for the good of mankind and the people involved. Are we deluding them all? Do we rob them, by force, of a chance to escape the Maelstrom? So many say we do.

They are all wrong. The priests cannot prove ascension is real and neither can I. But I have been places, seen things. At the very least I know life in the Enclave is better than life elsewhere. We stick together, take care of everyone and allow people a dignified life. Where else do you find this? I have been all over the Edge and I can tell you: nowhere else. Even if ascension were a lie, the Enclave would still be doing right.

But it is no lie. It is not just life along the Edge that I have witnessed. It is not just the Angels. I have seen in the cybel gates and tunnels unmistakable proof the Maelstrom is not merely destructive energy. There is something there... Even if the priests do not have the full truth about the Maelstrom and ascension, we Karists are more right than anybody else. I no longer need to believe. I know. I am ready. I have seen everything on this side, now show me what's out there.”

*These are the last words of Eden Hazo, Shadow Walker of the Karist Enclave.
Died a hero at the age of eighty-two, during the battle of Andorus.
He saved my life and my soul.*

KARIST ENCLAVE SPECIAL RULES

ABILITIES

COMMUNE REACTOR: *Free action* - reduce this unit's suppression level by -1, but only for the duration of its activation. A unit may not perform a Regroup or Shake-Off during the same activation it utilizes Commune Reactors.

DESIGNATORS

ANGEL: A unit containing one or more **ANGEL** models may not be joined or issued an order unless the model doing so has the **ANGEL KEEPER** ability. Note that Angels, despite being organic creatures, are so radically different from all other known organisms in the spiral arm, that they **are not** classified as **ORGANIC** models.





KADDAR ALESSI NOVITIATE

A junior priest, tasked with leading Karist forces on a crusade to spread the good word.

6 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Kaddar Alessi Novitiate	7	4	0	1	2	2	3+	Infantry
-------------------------	---	---	---	---	---	---	----	----------

UNIT SIZE: 1 Kaddar Alessi Novitiate.

EQUIPMENT: Commune Reactor, Cybel Scepter.

ABILITIES: High Priest (1), Noble Orator.

OPTIONS:

- 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
-------------	-----	-----	-----	-----	-----	------	-----------

Cybel Scepter	CQ	+1	4	2	-	Melee	
---------------	----	----	---	---	---	-------	--

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See page 120 for details.

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

NOBLE ORATOR: Free action - expend 2 CPs and choose a friendly **ARMORED** or **ORGANIC** unit within 18" that does not contain **ANGEL** models. Reduce the chosen unit's suppression level to 0. In addition, all enemy **ARMORED** and **ORGANIC** units within 18" raise their suppression level by +1.

UNIT DESIGNATORS: Character, Kaddar, Organic, Priest Caste.

Ver: β2.1



TRIARCH

Veterans of countless battles, Triarchs command Karist military caste detachments.

6 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Triarch	6	4	4	3	2	2	3+	Infantry

UNIT SIZE: 1 Triarch.

EQUIPMENT: Commune Reactor, Pulse Carbine Mk2, Pulse Pistol Mk2.

ABILITIES: Military Caste Aesthete (1), Tactical Flexibility.

OPTIONS:

- May replace Pulse Carbine Mk2 with Pulse Pistol Mk2: -1 pt.
- May replace up to 1 Pulse Pistol Mk2 with Cybel Blade: -1 pt.
- This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Pulse Carbine Mk2	18"	1	5	2	5+		
Pulse Pistol Mk2	12"	1	5	2	6+	Pistol	

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See page 120 for details.

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

TACTICAL FLEXIBILITY: Once per turn, a friendly **MILITARY CASTE** unit within 18" that is active may take a free Aim or Take Cover status action. This free action can allow the unit to make 2 Aim or Take Cover actions during a single activation.

UNIT DESIGNATORS: Aesthete, Character, Military Caste, Organic.

Ver: β2.1



ANGEL KEEPER

Using cybel energy as bait, a Keeper leads the bizarre aliens known as Angels into battle for the Karist cause.

6 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Angel Keeper	7	4	1	3	2	3	3+	Infantry
--------------	---	---	---	---	---	---	----	----------

UNIT SIZE: 1 Angel Keeper.

EQUIPMENT: Commune Reactor, Cybel Goad, Pulse Pistol, Swarmer Grenade Launcher.

ABILITIES: Angel Keeper (1), Forced Compliance.

OPTIONS:

- May replace Swarmer Grenade Launcher with Ripper Grenade Launcher: +1 pt.

- This detachment may include the following additional units, all of which must have the **ANGEL** designator:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Cybel Goad	CQ	+1	4	2	-	Melee	Goad (Angel)
------------	----	----	---	---	---	-------	--------------

Pulse Pistol	12"	1	4	2	6+	Pistol	
--------------	-----	---	---	---	----	--------	--

Ripper Grenade Launcher	18"	1+SB	4	1	3+	AoE	Dispersed Fire
-------------------------	-----	------	---	---	----	-----	----------------

Swarmer Grenade Launcher	18"	2+SB	2	1	2+	AoE	Angel Paint, Dispersed Fire
--------------------------	-----	------	---	---	----	-----	-----------------------------

ABILITY & EQUIPMENT SUMMARY

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

ANGEL PAINT: After completing a Fire action against a target within standard range of this weapon, place 1 Angel Painted token on that target (up to 1 new token per Fire action). **ANGEL** units have a +1 SKL bonus per Angel Painted token their target has. A unit removes **all** of its Angel Painted tokens the next time it moves.

COMMUNE REACTOR: See page 120 for details.

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

FORCED COMPLIANCE: Friendly **ANGEL** units within 18" ignore their own **MISSION SPECIALIST** ability, provided they aren't a large model.

GOAD (ANGEL): A friendly **ANGEL** unit within 3" of this model may re-roll failed WP tests.

UNIT DESIGNATORS: Angel Keeper, Character, Organic, Priest Caste.

Ver: β2.1



KADDAR NOVA

10 Points



The cybel reactor carried by these revered priests is a source of immense power, but also a deadly burden.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Kaddar Nova	8	4	2	3	2	3	2+	Infantry

UNIT SIZE: 1 Kaddar Nova.

EQUIPMENT: Commune Reactor, Kinetic Gauntlet.

ABILITIES: Field (2), High Priest (2), Inspire Zealotry.

OPTIONS:

- This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Kinetic Gauntlet	18"	3(6)	4	1	2+	Pistol	Gauntlet Overload, Shock (+2)

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See page 120 for details.

FIELD (2): Block up to (2) hits each round of shooting.

GAUNTLET OVERLOAD: During a round of shooting, you may opt to overload this weapon, which increases its SHO by +3, but also reduces this model's **FIELD** ability value by -1 until it next activates. When firing an overloaded weapon, all other units (friend and foe) that are both within 12" and within this unit's front arc raise their suppression level by +1.

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

INSPIRE ZEALOTRY: Free action - expend 2 CPs and place a Zealot token onto a friendly unit within 3", up to 3 on any single unit. Each **ARMORED** or **ORGANIC** model gains +1 FOR per Zealot token on their unit. A unit loses all of its Zealot tokens when it Regroups.

SHOCK (+2): Critical hit - Immediately raise the target's suppression level by (+2).

UNIT DESIGNATORS: Character, Kaddar, Organic, Priest Caste.

Ver: β2.1



KARIST TROOPERS

The core of the Enclave's military caste - highly adaptable and utterly devoted to the Karist Way.

8 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Karist Trooper	6	4	3	3	1	1	4+	Infantry
Karist Trooper Quintarch	6	4	3	3	1	1	4+	Infantry (Squad Leader)

UNIT SIZE: 2 Karist Troopers, 1 Karist Trooper Quintarch.

EQUIPMENT: Commune Reactor, Frag Grenades, Pulse Carbine, Pulse Pistol.

ABILITIES: None.

OPTIONS:

- May add up to 2 more Troopers: +3 pts each.
- 1 Karist Trooper may replace Pulse Carbine with:
 - Radwave Emitter: +0 pts.
 - Ripper Grenade Launcher: +2 pts
- 1 Karist Trooper may replace Pulse Carbine with:
 - Cybel Lance: +2 pts.
 - Ravager Pulse Cannon: +1 pts.
 - Ripper Heavy Grenade Launcher: +2 pts.
- Karist Trooper Quintarch may replace Pulse Carbine with Pulse Carbine Mk2: +1 pt.
- Karist Trooper Quintarch may replace Pulse Pistol with Cybel Blade: +0 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Cybel Lance	30"	1	6	5	5+	Heavy	Armor Piercing
Pulse Carbine	18"	1	4	2	5+		
Pulse Carbine Mk2	18"	1	5	2	5+		
Pulse Pistol	12"	1	4	2	6+	Pistol	
Radwave Emitter	8"	D6	3	1	4+	SR	Armor Piercing, Dispersed Fire
Ravager Pulse Cannon	24"	2	5	2	4+	Heavy	
Ripper Grenade Launcher	18"	1+SB	4	1	3+	AoE	Dispersed Fire
Ripper Heavy Grenade Launcher	24"	2+SB	5	1	3+	AoE, Heavy	Dispersed Fire

ABILITY & EQUIPMENT SUMMARY

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

COMMUNE REACTOR: See page 120 for details.

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 page 37 for details.

UNIT DESIGNATORS: Military Caste, Organic.

Ver: β2.1



KARIST TROOPER ASSAULT SQUAD

8 Points



Specialized in clearing the toughest opposition, Trooper Assault Squads are always found where the fighting is thickest.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Karist Trooper	6	4	3	3	1	1	4+	Infantry
Karist Trooper Quintarch	6	4	3	3	1	1	4+	Infantry (Squad Leader)

UNIT SIZE: 2 Karist Troopers, 1 Karist Trooper Quintarch.

EQUIPMENT: Commune Reactor, Frag Grenades, Pulse Carbine, Pulse Pistol.

ABILITIES: None.

OPTIONS:

- May add up to 2 more Troopers: +3 pts each.
- Any model may replace Pulse Carbine with Cybel Blade: +0 pts each.
- Any model may replace Pulse Pistol with Cybel Blade: +0 pts each.
- Up to 2 Karist Troopers may replace Pulse Carbine with:
 - Radwave Emitter: +0 pts each.
 - Ripper Grenade Launcher: +2 pts each.
- Karist Trooper Quintarch may replace Pulse Carbine with Pulse Carbine Mk2: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Pulse Carbine	18"	1	4	2	5+		
Pulse Carbine Mk2	18"	1	5	2	5+		
Pulse Pistol	12"	1	4	2	6+	Pistol	
Radwave Emitter	8"	D6	3	1	4+	SR	Armor Piercing, Dispersed Fire
Ripper Grenade Launcher	18"	1+SB	4	1	3+	AoE	Dispersed Fire

ABILITY & EQUIPMENT SUMMARY

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

COMMUNE REACTOR: See page 120 for details.

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 page 37 for details.

UNIT DESIGNATORS: Military Caste, Organic.

Ver: β2.1



KARIST TROOPER HEAVY SQUAD

Pursuit of ascension sometimes requires heavier firepower.

8 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Karist Trooper	6	4	3	3	1	1	4+	Infantry
Karist Trooper Quintarch	6	4	3	3	1	1	4+	Infantry (Squad Leader)

UNIT SIZE: 2 Karist Troopers, 1 Karist Trooper Quintarch.

EQUIPMENT: Commune Reactor, Frag Grenades, Pulse Carbine, Pulse Pistol.

ABILITIES: None.

OPTIONS:

- May add up to 2 more Troopers: +3 pts each.
- Up to 2 Karist Troopers may replace Pulse Carbine with:
 - Cybel Lance: +3 pts each.
 - Ravager Pulse Cannon: +2 pts each.
 - Ripper Heavy Grenade Launcher: +3 pts each.
- Karist Trooper Quintarch may replace Pulse Carbine with Pulse Carbine Mk2: +1 pt.
- Karist Trooper Quintarch may replace Pulse Pistol with Cybel Blade: +0 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Cybel Lance	30"	1	6	5	5+	Heavy	Armor Piercing
Pulse Carbine	18"	1	4	2	5+		
Pulse Carbine Mk2	18"	1	5	2	5+		
Pulse Pistol	12"	1	4	2	6+	Pistol	
Ravager Pulse Cannon	24"	2	5	2	4+	Heavy	
Ripper Heavy Grenade Launcher	24"	2+SB	5	1	3+	AoE, Heavy	Dispersed Fire

ABILITY & EQUIPMENT SUMMARY

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

COMMUNE REACTOR: See page 120 for details.

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 page 37 for details.

UNIT DESIGNATORS: Military Caste, Organic.

Ver: β2.1



KARIST PRAETORIANS

Equal parts skilled, loyal and deadly, Praetorians keep Karist leadership safe and strike terror into their foes.

7 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Praetorian	6	4	4	3	2	1	3+	Infantry
Praetorian Tetrarch	6	4	4	3	2	1	3+	Infantry (Squad Leader)

UNIT SIZE: 1 Praetorian, 1 Praetorian Tetrarch.

EQUIPMENT: Commune Reactor, Frag Grenades, Pulse Carbine, Pulse Pistol.

ABILITIES: None.

OPTIONS:

- May add up to 3 more Praetorians: +4 pts each.
- Any model may replace Pulse Carbine with Cybel Blade: +0 pts each.
- Any model may replace Pulse Pistol with Cybel Blade: +0 pts each.
- Up to 2 models may replace Pulse Carbine with:
 - Cybel Glaive: +2 pts each.
 - Radwave Emitter: +0 pts each.
 - Ripper Grenade Launcher: +2 pts each.
- Tetrarch may replace Pulse Carbine with Pulse Carbine Mk2: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Cybel Glaive	CQ	CQA	6	3	-	Heavy, Melee	Glaive Field
Pulse Carbine	18"	1	4	2	5+		
Pulse Carbine Mk2	18"	1	5	2	5+		
Pulse Pistol	12"	1	4	2	6+	Pistol	
Radwave Emitter	8"	D6	3	1	4+	SR	Armor Piercing, Dispersed Fire
Ripper Grenade Launcher	18"	1+SB	4	1	3+	AoE	Dispersed Fire

ABILITY & EQUIPMENT SUMMARY

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

COMMUNE REACTOR: See page 120 for details.

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 page 37 for details.

GLAIVE FIELD: You may block up to 1 hit each round of shooting for each model in this unit with a Cybel Glaive. This is considered a **FIELD** ability (special defense). If joined by a character who has their own **FIELD** ability, instead add +1 to the character's **FIELD** ability value for each model in this unit with a Cybel Glaive.

UNIT DESIGNATORS: Military Caste, Organic.

Ver: β2.1



TEMPEST ELITES

8 Points



Only the most veteran Karist soldiers earn the right to wear the powerful armor and deadly weaponry of a Tempest.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Tempest Elite	5	3	4	4	2	3	3+	Infantry
Tempest Elite Tetrarch	5	3	4	4	2	3	3+	Infantry (Squad Leader)

UNIT SIZE: 1 Tempest Elite, 1 Tempest Elite Tetrarch.

EQUIPMENT: Commune Reactor, Frag Grenades, Ravager Pulse Cannon.

ABILITIES: None.

OPTIONS:

- May add up to 2 more Tempest Elites: +5 pts each.
- Any number of models may replace Ravager Pulse Cannon with Coriolis Energy Launcher: +2 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Coriolis Energy Launcher	24"	1+SB	4	2	3+	AoE, Heavy	Indirect Fire
Ravager Pulse Cannon	24"	2	5	2	4+	Heavy	

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See page 120 for details.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See page 37 for details.

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

TEMPEST ARMOR: Ignore the **HEAVY** weapon type for weapons equipped on this model.

UNIT DESIGNATORS: Armored, Military Caste.

Ver: β2.1



ANGEL MINNOW PACK

5 Points

Driven mad by the Maelstrom, in large enough packs Minnows can be as dangerous as their adult kin.



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Angel Minnow	8	5	1	1	2	2	5+	Infantry

UNIT SIZE: 3 Angel Minnows.

EQUIPMENT: Cybel Maw, Cybel Pulse.

ABILITIES: Cybel Frenzy, Mission Specialist, Mobile, Rift, Sacrifice, Scout.

OPTIONS:

- May add up to 3 more Angel Minnows: +2 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Maw	CQ	CQA	3	2	-	Melee	
Cybel Pulse	18"	1	3	2	5+		

ABILITY & EQUIPMENT SUMMARY

CYBEL FRENZY: During CQ Fighting, if the target has a suppression level of 1 or more, then all models in this unit with **CYBEL FRENZY** gain +1 CQA for the round of shooting. Each hit roll result of 1 made by a model with this CQA bonus raises this unit's suppression level by +1 (after the round of shooting).

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

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

RIFT: This model may move dynamically (see page 24 for details).

SACRIFICE: When activating a Mature Angel, Angel Minnows from friendly units within 6" may be *sacrificed* (removed as a casualty). For each Minnow sacrificed, lower the Mature Angel's suppression level by up to -2 or heal up to 2 of its injuries (or 1 of each).

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.

UNIT DESIGNATORS: Angel.

Ver: β2.1



ANGEL HELLBLASTERS

7 Points



Hellblasters are trained to be a living weapon, capable of killing enemy infantry en masse with a powerful blast of cybel energy.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Angel Hellblaster	6	4	1(3)	2	1	3	4+	Infantry
-------------------	---	---	------	---	---	---	----	----------

UNIT SIZE: 2 Angel Hellblasters.

EQUIPMENT: Cybel Blast, Cybel Maw.

ABILITIES: Fearsome (-1), Living Gun, Marksman (+2), Mission Specialist.

OPTIONS:

- May add up to 2 more Angel Hellblasters: +4 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Cybel Blast	24"	1+SB	4	2	4+	AoE	
-------------	-----	------	---	---	----	-----	--

Cybel Maw	CQ	CQA	3	2	-	Melee	
-----------	----	-----	---	---	---	-------	--

ABILITY & EQUIPMENT SUMMARY

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

LIVING GUN: During this unit's activation, if within 18" of an **ANGEL KEEPER**, expend 1 CP to give all Cybel Blasts in the unit +1 SHO for that round of shooting. If this option is taken, each hit roll result of 1 raises this unit's suppression level by +1.

MARKSMAN (+2): Add (+2) to this model's SKL while firing, except during CQ Fighting.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

UNIT DESIGNATORS: Angel.

Ver: β2.1



MATURE ANGEL

These alien monsters can shift their void-gel form as needed, confounding and terrifying their prey.

18 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Mature Angel	7(10)	3(4)	2	3(4)	3	12	4+	Behemoth

UNIT SIZE: 1 Mature Angel

EQUIPMENT: 2 Cybel Beams, Massive Cybel Maw, Void Gel Forms.

ABILITIES: Fearless, Fearsome (-2), Kinetic Blast, Mission Specialist, Rift.

OPTIONS:

- None.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Beam	18"	2	5	3	5+		Beam
Massive Cybel Maw	CQ	CQA	4	2	-	Melee	
Void Gel Forms							
Massive Void Gel Claw	CQ	+1	5	2	-	Heavy, Melee	
Void Gel Tentacles	8"	3	3	1	3+	Pistol	Drag Unit

ABILITY & EQUIPMENT SUMMARY

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

DRAG UNIT: At the end of a round of shooting, if one or more of these hits were not blocked by special defense, 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.

FEARLESS: Ignore the **FEARSOME** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FEARSOME (-2): Enemy units within 8" have a (-2) modifier applied to their WP tests.

KINETIC BLAST: *Status action* - All other units within 8" (friend and foe), raise their suppression level by +1. This action may be performed while in contact with an enemy unit.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

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

RIFT: This model may move dynamically (see page 24 for details).

VOID GEL FORMS: When deployed and at the start of each activation, choose a void gel form for the Mature Angel, the effects of which last only until a new form is chosen:

- **Combat Form:** Has +1 AV and is equipped with 2 Massive Void Gel Claws.
- **Slasher Form:** Is equipped with 2 Void Gel Tentacles. All models in enemy units within 8" suffer a -1 SHO penalty (to a minimum of 1) while targeting this unit.
- **Winged Form:** Has +3 MV, +1 EVS and the **MOBILE** ability.

DAMAGED: At FOR 5-8, this model can fire up to 3 weapons.
At FOR 1-4, this model can fire up to 2 weapons.

UNIT DESIGNATORS: Angel.

Ver: β2.1



SHADOW WALKER

Rift teleportation and a gift for subterfuge allow these mysterious agents to infiltrate governments and battlefields alike.

7 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Shadow Walker	10	5	4	2	3	3	3+	Infantry
---------------	----	---	---	---	---	---	----	----------

UNIT SIZE: 1 Shadow Walker.

EQUIPMENT: Commune Reactor, Cybel Blade, Nox Pistol.

ABILITIES: Dodge (2), Fearsome (-1), Mission Specialist, Mobile, Rift, Scout.

OPTIONS:

- May be equipped with Cybel Mines: +1 pt.
- Up to 2 separate Shadow Walker units may be taken as a single **VANGUARD** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Cybel Blade	CQ	+1	5	2	-	Melee	
-------------	----	----	---	---	---	-------	--

Nox Pistol	12"	2	4	2	6+	Pistol	Gruesome Death, Nox Poison (+1)
------------	-----	---	---	---	----	--------	---------------------------------

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See page 120 for details.

CYBEL MINE: *Shooting action* - Place a Cybel Mine token touching this model so long as it is not within 6" of the enemy. The area within 6" of a Cybel Mine is dangerous ground (+1) to enemy models. When a Cybel Mine raises an enemy unit's suppression level, that unit also suffers D3-1 injuries, and the mine token is removed from the table.

DODGE (2): Block up to (2) hits each round of shooting.

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

GRUESOME DEATH: When this weapon inflicts the final injury on an enemy model, causing it to be removed as a casualty, immediately raise that enemy unit's suppression level by +1.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

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

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

RIFT: This model may move dynamically (see page 24 for details).

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.

UNIT DESIGNATORS: Heirarch Caste, Organic, Solo.

Ver: β2.1



PROSELYTIZER

X Points



Embedded within military caste units, Proselytizers inspire their squad mates while bringing the Karist truth to unbelievers.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Proselytizer	7	4	0	1	1	1	4+	Infantry

UNIT SIZE: 1 Proselytizer.

EQUIPMENT: Commune Reactor, Cybel Scepter.

ABILITIES: Spread the Truth.

OPTIONS:

- **Add-on:** May add 1 Proselytizer to the following units, without exceeding their normal maximum size:
 - Karist Troopers: +1 pt.
 - Karist Trooper Assault Squad: +1 pt.
 - Karist Trooper Heavy Squad: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Scepter	CQ	+1	4	2	-	Melee	

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See page 120 for details.

SPREAD THE TRUTH: *Status action* - Lower this unit's suppression level by up to -2. In addition, if there are any **ARMORED** or **ORGANIC** enemy units within 18", then the closest one raises its suppression level by +1.

UNIT DESIGNATORS: Organic, Priest Caste.

Ver: β2.1

KARIST ENCLAVE FACTION OBJECTIVES

SECRET CACHE

The Enclave moves to new worlds in secret, spreading their beliefs in hidden prayer meetings that shift from location to location to avoid the prejudice of the local ruling classes. Karist agents infiltrate the societies of these worlds, aiding these clandestine prayer groups and leaving secret caches of supplies for the growing Karist movement.

(Control Objective) This is a special objective marker you place while deploying your force. It must be placed wholly within no-man's land. It may be placed within 12" of another objective marker. It can only be controlled by friendly units, though it can be contested. It can generate up to 3 VPs per game, after which it is removed.

MODELING A SECRET CACHE

If you're up for the challenge, we encourage the budding Karist Enclave player to convert or scratch-build your own secret cache, which would look like a small crate, hidden opening to a bunker, etc.

- **(EACH END PHASE)** If a friendly unit controls your secret cache and you did not utilize the **CACHE RESUPPLY** ability that turn, gain 1 VP.
- **(FINAL TURN END PHASE)** If a friendly unit controls your secret cache, gain all of its remaining VPs.

Cache Resupply: Once per turn during a round of shooting, a single friendly unit in control of the cache may opt to either re-roll their hit rolls or suppression tests.

FIRST CONTACT

Karists often utilize the fear of the unknown to frighten their foes into immediate surrender. Especially early on in a military campaign, Karist Angel Keepers will gather all of their Angel minions together into a kind of shock force, designed specifically to terrify and intimidate the enemy.

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

This objective can generate up to 3 VPs per game, after which your units no longer benefit from the **FEAR OF THE UNKNOWN** ability.

- Each time an enemy unit fails a WP test while within 8" of at least one of your **ANGEL** units, gain 1 VP.

Fear of the Unknown: All friendly models with the **ANGEL** designator either gain the **FEARSOME (-1)** ability, or increase their existing **FEARSOME** ability value by -1. For example, **FEARSOME (-1)** becomes **FEARSOME (-2)**.

MARTYR TO THE CAUSE

In the most desperate of times, a Kaddar Nova will detonate their cybel reactor, immolating themselves in a conflagration of cybel energy and real matter to swing the course of a battle and inspire their forces. A Kaddar Nova that chooses to obliterate themselves shows not only their utter dedication to the Karist way, but also the supreme belief that they are so prepared for ascension that not even the total loss of their body will prevent them from doing so.

This objective may only be utilized if your force contains at least one Kaddar Nova.

Any of your units containing a Kaddar Nova may perform the following action when in contact with an enemy unit:

Reactor Detonation: *Shooting action* - The Kaddar Nova's unit and the enemy unit it is in contact with each suffer 2D6+1 injuries (roll once for both units). The detonating Kaddar Nova is automatically removed as a casualty before applying these injuries to models. If at least one enemy model is removed as a casualty from this attack, you gain +3 VPs and all friendly units on the table may lower their suppression level by -1, except for units composed entirely of **ANGEL** models.

Martyr to the Cause can generate up to 3 VPs per game. Subsequent reactor detonations can still be performed, but do not generate further VPs.

KARIST ENCLAVE EQUIPMENT

KARIST ENCLAVE WEAPONS

While other factions shy away from utilizing the potent yet unpredictable cybel energy in their weapons, the Karist Enclave embraces it with vigor. Raw cybel energy reacts explosively with real matter, and is absolutely devastating on unprotected flesh. Solid armor plating and cover can slow cybel energy for a time, however, this is only ever a temporary measure. Each cybel packet ablates away ever more of a target's defenses, eventually leaving them open for the killing blow.

ANGEL WEAPONS

Angels sustain their improbable form by converting cybel energy, and can expel stored energy reserves as a powerful projectile. The more mature an Angel, the more deadly and sustained its ranged cybel attack is. Older Angels are also able to form the void gel that makes up their physical form into deadly tentacles that lash out at the enemy, dragging them out of cover or simply ripping them apart. A close up encounter with an Angel is a fearsome experience, with their gaping maw expelling cybel energy that vaporises chunks of their foe's armor and causes massive damage on unarmored flesh.

CYBEL ENERGY LAUNCHERS

The Coriolis Launcher fires a cybel energy projectile designed to burst apart on impact, the resulting firestorm washing over any cover the enemy is hiding behind. The Cybel Lance is a weaponized version of the Angel's Cybel Beam, focused to fire shorter, but more lethal bursts, capable of piercing even the toughest armor.



Coriolis Energy Launcher



Cybel Lance

CYBEL MELEE WEAPONS

Cybel melee weapons are commonly a mono-molecular blade or mace sheathed in cybel energy, contained inside an electromagnetic field. When the weapon strikes a target, the containment field drops for a fraction of a second, allowing the briefly freed cybel energy to annihilate a chunk of the target's armor while the follow-through from the physical weapon makes short work of what is left.



Cybel Blade



Cybel Glaive



Cybel Goad



Cybel Scepter

KARIST GRENADES

The Karist Enclave crafts a range of grenades that all use cybel energy in some form. Rad Grenades slam a dense block of tungsten into a reservoir of cybel energy, resulting in a powerful blast of gamma radiation that can poison the strongest creature in moments and heavily damage electronic equipment. Swarmer Grenades are filled with na-cybel energy that has been processed through a commune reactor. While this energy is generally non-lethal, its presence can be disorienting to those unfamiliar with its painful, yet euphoric effects. Cybel Charges and the Cybel Mines carried by Shadow Walkers release a similar form of cybel energy to Pulse weaponry in a focused blast.



Cybel Mine

KARIST FRAG GRENADES



Cybel Charge



Rad Grenade



Swarmer Grenade

KINETIC WEAPONS

Kinetic weaponry is rare technology, generally reserved for high ranking members of the Kaddar priesthood. A Kinetic Gauntlet uses the intense force generated when cybel energy reacts with real matter to propel a wave of kinetic energy from the Gauntlet's fist all the way to its target, shattering a group of infantry or crumpling the armor of a tank. In the case of Kaddar Novae, their Kinetic Gauntlet is slaved to a large, man-portable cybel reactor, mounted on their back.



Kinetic Gauntlet

PULSE WEAPONS

Karists have become known across the galaxy for their pulse energy weapons. They fire electro-magnetically controlled cybel energy packets that vaporize the target upon impact. The Mk2 version provides a deadlier projectile, but drains the ammo canister much more quickly, limiting its deployment to only veteran troopers with disciplined trigger control. The Ravager Pulse Cannon's larger bore allows it to fire larger cybel projectiles at a much higher volume.



Pulse Pistol



Pulse Pistol MkII



Pulse Carbine



Pulse Carbine MkII



Ravager Pulse Cannon
(Shoulder Configuration)



Ravager Pulse Cannon
(Tempest Variant)

RADWAVE WEAPONS

Radwave weapons fire a massive dose of crippling radiation that can poison the strongest creature in moments and damage electronic equipment. Radwave weapons use cybel energy internally to annihilate a tiny portion of radioactive metal. The radiation created from this reaction is emitted in a deadly spray of energy.



Radwave Emitter

SOLID PROJECTILE CYBEL WEAPONRY

These weapons fire a solid projectile filled with a core of destructive cybel energy. The Ripper Grenade round bursts into a hail of razor-sharp shrapnel on impact, scattering enemies cowering behind cover before the cybel round at the center explodes. The Nox Pistol is a truly monstrous weapon, as its solid slug enters the target's body before deploying a deadly cybel energy payload, which then disintegrates the enemy from the inside.



Ripper Heavy Grenade Launcher



Ripper Grenade Launcher
(Can be configured for
Ripper or Swarmer rounds)



Nox Pistol



KARIST ENCLAVE SAMPLE ROSTER – 120 POINTS

DETACHMENT 1



KADDAR NOVA

10 Pts

- Commune Reactor & Kinetic Gauntlet



KARIST TROOPERS

18 Pts

- 4 x Karist Troopers & Quintarch
 - Commune Reactor, Frag Grenades, Pulse Carbine & Pulse Pistol
- 1 x Ripper Grenade Launcher
- 1 x Ravager Pulse Cannon
- 1 x Pulse Carbine Mk2 (Quintarch)



KARIST TROOPER ASSAULT SQUAD

11 Pts

- 3 x Karist Troopers & Quintarch
 - Commune Reactor, Cybel Blade, Frag Grenades & Pulse Pistol
- 1 x Radwave Emitter



PROSELYTIZER

1 Pt

- Commune Reactor & Cybel Scepter



KARIST TROOPERS

17 Pts

- 4 x Karist Troopers & Quintarch
 - Commune Reactor, Frag Grenades, Pulse Carbine & Pulse Pistol
- 1 x Cybel Lance
- 1 x Pulse Carbine Mk2 (Quintarch)



TEMPEST ELITES

13 Pts

- 2 x Tempest Elites & Tetrarch
 - Commune Reactor, Frag Grenades & Ravager Pulse Cannon



SHADOW WALKER

8 Pts

- Commune Reactor, Cybel Blade & Nox Pistol
- Cybel Mines

DETACHMENT 2



ANGEL KEEPER

6 Pts

- Commune Reactor, Cybel Goad, Pulse Pistol & Swarmer Grenade Launcher



ANGEL MINNOW PACK

11 Pts

- 6 x Angel Minnows
 - Cybel Maw & Cybel Pulse



MATURE ANGEL

18 Pts

- 2 Cybel Beams, Massive Cybel Maw & Void Gel Forms



ANGEL HELLBLASTERS

7 Pts

- 2 x Angel Hellblasters
 - Cybel Blast & Cybel Maw



WALKING WITH ANGELS

While you don't specifically need an Angel Keeper in order to include Angels in a Karist force, their command affinity with the mysterious alien creatures makes the second detachment a useful addition to the force. The Keeper allows you to manage suppression on Angel units and to point them at the best targets in the enemy force. Their Swarmer Grenade Launcher's Angel Paint ability makes the Keeper's charges even more deadly against selected targets, while the Forced Compliance ability also allows some Angel units to capture objectives.

The Kaddar Nova is a more direct leader, exhorting their forces on from the front, relying on faith (and their armor's field) to protect them. By keeping the Assault Squad nearby, the Nova's Inspire Zealotry ability can boost the troops to inhuman levels of resilience, while their attached Proselytizer keeps suppression down and damages the resolve of nearby enemy units. The rest of the detachment is a blunt hammer to pound the enemy with overwhelming force. Armed with powerful cybel weapons, the Troopers and Tempest Elites outmatch most other troops, and their heavy armor makes them effective at grabbing objectives and holding them in the face of enemy fire.

With the two Command units, this force has access to any of the three Karist faction objectives. Secret Cache can improve the force's shooting, while First Contact boosts the effectiveness of the Angels in the force, making them even more terrifying than usual. The most characterful option though, is Martyr to the Cause, allowing the Kaddar Nova to manifest their supreme destiny and make a large, explosive dent in the enemy force.



FORCES OF THE **BROKEN**

Broken Special Rules	155
Forsaken Chieftain	156
SARA Revolutionary Captain	157
Broken Rabble	158
Rabble Assault	159
Rabble Fire Support	160
Broken Sniper	161
Broken Bikers	162
Sig Jammer	163
Skoti Streamweaver	164
Gnolti	165
Pa'ku Artillery	166
Marsayan Hypnotist	167
Hakoyu Grand Master	168



Although he could never be sure what would happen when he squeezed the trigger, the familiar “click-click wheeze” of his customized glue carbine’s heating unit gave Hank some much needed reassurance. To his left was Avinç with her chem pistol. To his right: “Masha” the Marsayan, easily picked out by the glints of moonlight reflecting off her gigantic, gemlike eyes. Around them in the darkness he could faintly see other crew members clutching their makeshift weapons.

Ahead, the Karist emplacement was barely visible. Hank checked his chrono. It was nearly time. Briefly, his past flashed before him. His home world, gone. His hopes and dreams, gone. All the people from his youth: dead, missing, dispersed over the Edge and rimwards, in the employ of the Foundation, selected by the Remnant or... converted to the new faith. How long had it been? Broken for twenty-seven years. He was still alive. And she... she was somewhere across this no-mans land, inside that emplacement.

She had not recognized him. It was not just the passage of twenty-seven years. Hank barely recognized his own reflection, these days. From budding musician to Broken privateer, who’d have thought? The change had come with more than just gray hairs and some wrinkles. It took some very specific knowledge of a very specific night in the Adeon to convince her who he was. She had tried to save him by introducing him to the Enclave. And now he was about to betray her friendship. If there were any other way... but there wasn’t. He’d learned the hard way that being Broken meant taking any opportunity, grasping at any straw. The Karist ship behind that emplacement was that straw.

Hank’s reflections were brutally cut short by the sound of Pa’ku mortar shells crashing into the Karist position to the East. It would be a costly diversion, but there was no more time, no point keeping anything back. Hank saw the dim silhouette of the Chieftain, Rejis, raise his arm and motion the patrol to advance. They moved up silently, picking their footing, even though no one would hear them over the sound of the artillery. Hank broke into a run. A hundred yards. Fifty. Did somebody shoot? No time to check. Keep running. The outer fence, then the door. They hugged the wall. Avinç placed a charge and moments later the door was gone. The crew milling about the doorway, momentarily caught up as they all tried to push through at once. Run fast down the hall and then left. There was no resistance. There was nothing here of any value, and the few guards in this wing were drawn away by the artillery barrage. The crew was taking the long way round.

Then, a scream. An alien scream. One of his? Again, louder, ahead. A black shape appeared. Oh ... crap. Did glue stick to angels?

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 one of these sub-faction designators 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 of 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 organized revolt against Brennan's ruling caste. Seizing several shipyards and docking facilities, the revolutionaries organized a controlled evacuation of as much of the system's population as they could to safer systems that were, for now, beyond 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 SARA into a massive organization. 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, they often seemingly take place in multiple systems 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 ever actually existed to begin with.



FORSAKEN CHIEFTAIN

Guiding the survival of their people, Chieftains rely on 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 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 a Xenos Spotter: +2 pts.
- May be equipped with Customized Weapons: +2 pts.
- May be equipped with Extensive Cybernetics: +2 pts.
- This detachment may include the following additional units:



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 a valid enemy target unit within 30" that is 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 up to (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 page 37 for details.

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

MOB MENTALITY: See page 155 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 page 155 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: β2.1



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 page 37 for details.

GUERRILLA: When active, this unit may perform its movement action even if it has already completed a shooting action.

GUERRILLA CAPTAIN (2): 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: While attacking unarmed in CQ Fighting, this model gains +1 CQA.

MOB MENTALITY: See page 155 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 up to (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 page 155 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: β2.1



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.
- 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.
- 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.

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	5+		

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.

DRAW UNIT: At the end of a round of shooting, if one or more of these hits were not blocked by special defense, 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 page 37 for details.

MOB MENTALITY: See page 155 for details.

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

SHADOW STRIKE: See page 155 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: β2.1



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 page 28).

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

DRAW UNIT: At the end of a round of shooting, if one or more of these hits were not blocked by special defense, 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 page 37 for details.

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

MOB MENTALITY: See page 155 for details.

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

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

SHADOW STRIKE: See page 155 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: β2.1



RABBLE FIRE SUPPORT

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

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.
- 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	5+		

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: At the end of a round of shooting, if one or more of these hits were not blocked by special defense, 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 page 37 for details.

MOB MENTALITY: See page 155 for details.

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

SHADOW STRIKE: See page 155 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: β2.1



BROKEN SNIPER

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

7 POINTS



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
--------------	-----	------	---	---	----	------------	---

- EMP Spike	48"	1	5	1	2+	Heavy	Armor Piercing, EMP (+3), Field Disruption, Sniper, Unstable
-------------	-----	---	---	---	----	-------	--

- 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 active, this unit may perform its movement action even if it has already completed a shooting action.

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 page 155 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 additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing 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: β2.1



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 Biker	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 page 37 for details.

HIT & DRAG: After completing a Hit & Run action, if one or more of these hits weren't blocked by special defense, 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 page 155 for details.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. 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: β2.1



Sig JAMMER

6 Points



Disruption of enemy communication and weapons gives the Broken 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:

- May replace Targeting Scrambler with Network Spike: +0 pts.
- 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"	-	-	-	3+		Low Power 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. 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. If this model is equipped with a Targeting Scrambler, reduce its **FIELD** ability to **FIELD (1)** until it next activates.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

NETWORK SPIKE: *Status action* - choose a viable enemy target unit within 18" to become confused: reduce the number of actions the unit may perform during its next activation by -1. If the unit is already confused, raise its suppression level by +1 instead. This action may not be performed during the same activation the Tech Disruptor is fired at high power.

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 page 155 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: β2.1



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 (3).

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 and performing a Dash action during the same activation. This unit cannot perform both Aim and Take Cover actions during the same activation.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

STREAMWEAVER: This model may move dynamically (see page 24). If it opts to move non-dynamically, it is reduced to MV4 for the duration of that move.

TRANSPORT STREAM (3): *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. A unit which moves via this method cannot perform a Hit & Run action during the same activation.

DAMAGED: At FOR 1-2, reduce this model's Attack Stream SHO by -1 and the **TRANSPORT STREAM** ability value by -2.

UNIT DESIGNATORS: Forsaken, Organic, Solo.

Ver: β2.1



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 Volt Shield Gauntlets.

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

OPTIONS:

- Replace Volt Shield Gauntlet with EMP Pulse Gauntlet: +1 pt each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

EMP Pulse Gauntlet	CQ	+1	5	2	-	Melee	EMP (+1), Shock (+1)
--------------------	----	----	---	---	---	-------	----------------------

Volt Shield Gauntlet	CQ	+1	5	2	-	Melee	Volt Shield (1)
----------------------	----	----	---	---	---	-------	-----------------

ABILITY & EQUIPMENT SUMMARY

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

FEARLESS: Ignore the **FEARSOME** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

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, but can still contest them as usual. This unit is ignored when calculating zone objectives.

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 (1): When this unit performs a Shake-Off, it may also heal up to (1) injury on a model with this ability. When this unit performs a Regroup, it may also heal up to D3+(1) injuries on a model with this ability.

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

VOLT SHIELD (1): You may block up to (1) hit each round of shooting for each Arc Shield this model is equipped with, provided the firing enemy unit is within short range. This is considered a **FIELD** ability (special defense).

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

UNIT DESIGNATORS: Organic, Solo.

Ver: β2.1



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 Mortar.

ABILITIES: Coordinated Barrage, Mission Specialist.

OPTIONS:

- Replace Quad Mortar with Voltcaster: +0 pts.
- If equipped with a Quad Mortar, choose 1 of the following options:
 - EMP Shells: +0 pts.
 - Incendiary Shells: +0 pts.
- 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 Mortar							
- EMP Shells	36"	4+LB	4	1	3+	AoE, SH	EMP (+1), Indirect Fire, Suppressor (3)
- Incendiary Shells	36"	5+LB	3	1	2+	AoE, SH	Burn (1), Indirect Fire, Suppressor (4)
Voltcaster	18"	10	3	1	3+	Heavy	Arc, Circuit Recharge, Field (1), Overload (+4), Suppressor (4)

ABILITY & EQUIPMENT SUMMARY

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

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 page 28).

CIRCUIT RECHARGE: Critical hit - Immediately add +1 to the firing model's **FIELD** ability value until the next time this unit performs a shooting action.

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.

FIELD (1): Block up to (1) hit each round of shooting.

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, but can still contest them as usual. This unit is ignored when calculating zone objectives.

OVERLOAD (+4): You may opt to add both (+4) SHO and the **UNSTABLE** ability to this weapon when firing it (until the end of that round of shooting).

SUPPRESSOR (X): When performing Suppressive Fire, make (X) separate suppression tests for firing this weapon, instead of just 1.

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

DAMAGED: At FOR 3-4, reduce all of this model's weapon profiles SHO and **SUPPRESSOR** ability values by -1.
At FOR 1-2, reduce all of this model's weapon profiles SHO and **SUPPRESSOR** ability values by -2.

UNIT DESIGNATORS: Organic, Solo.

Ver: β2.1



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 page 155 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 page 155 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: β2.1



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

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

SHADOW STRIKE: See page 155 for details.

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

MOB MENTALITY: See page 155 for details.

UNIT DESIGNATORS: Organic.

Ver: β2.1

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 chosen if your force commander has the **FORSAKEN** designator.

This objective can generate up to 3 VPs per game, after which you may no longer use 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 used 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, then before resolving any CQ Fighting results (such as taking a CQ WP Test), 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.

**Note that there are no Jackal commanders at time of printing, but these will be released in future!*

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)** The **PROPAGANDA** ability can generate 1 VP per turn, see below for full details.
- **(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 to remove a model other than the one 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.

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 makes use of 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 tools.

BROKEN WEAPONS

BEAM WEAPONS

The Broken have a long history of weaponizing 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 armor. 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

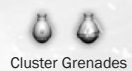
BROKEN GRENADES

The Broken favor 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 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.

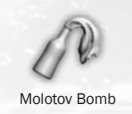


Overcharged Powercell

BROKEN FRAG GRENADES



Cluster Grenades



Molotov Bomb

CHEM WEAPONS

Many cultures in the spiral arm ban the use of 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



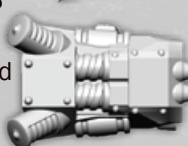
Chem Launcher

EMP WEAPONS

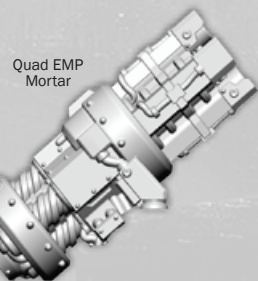
Weaponsmiths take delight in liberating scavenged tech from other factions. Their EMP weaponry repurposes Foundation EMP grenades, originally designed for shutting down the systems of rogue robots, into a variety of new roles, including the gas-powered EMP Harpoon, the airbursting Quad EMP Mortar, or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



EMP Harpoon



Pulse Gauntlet



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

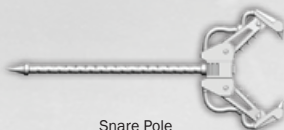
The Broken make use of various improvised melee weapons when the need arises. In some cases, they also serve as a sign of status, as in the case of a Chieftain's customized trophy weapon, or as a link to their heritage, like the finely-crafted phase weapons carried by Hakoyu Grand Masters.



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 armory, 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 factions 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 favored amongst Rabble Assault units.



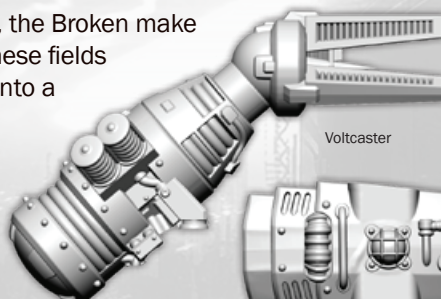
Torch



Massive Torch

VOLT WEAPONS

Cobbled together out of technology stolen from the Artarian Remnant, the Broken make use of high-powered generators to create electrical field projectors. These fields can be used defensively to disable incoming projectiles, or focused into a devastating blast of electrical energy. Volt equipment is bulky, so on the battlefield is reserved for the larger members of the Broken community. The Gnolti's Volt Shields and the massive Voltcaster carried on the backs of Pa'ku are the most common examples.



Voltcaster



Volt Shield

BROKEN SUPPORT EQUIPMENT

A Sig Jammer's Tech Disruptor is a highly specialized beam weapon, designed to hamper electronic devices, disorienting or shutting down enemy targeting and support systems. Some Sig Jammers also use an arm-mounted Targeting Scrambler for protection, sending out dozens of false positives to enemy computers, while others prefer a portable Network Spike to infiltrate and shut down enemy communications.



Targeting Scrambler



Network Spike



Tech Disruptor



BROKEN SAMPLE ROSTER - 120 POINTS

DETACHMENT 1



FORSAKEN CHIEFTAIN

13 Pts

- Frag Grenades & Beam Blastgun
- Xenos Spotter
- Extensive Bionics



BROKEN RABBLE

10 Pts

- 5 x Broken Rabble & Rabble Boss
- 3 x Slug Rifle
- 1 x Auto Slugger
- 1 x Chem Launcher
- 1 x Slug Rifle (Rabble Boss)



RABBLE ASSAULT

7 Pts

- 4 x Broken Rabble & Rabble Boss
- 2 x Beam Blastgun
- 2 x Torch
- Beam Pistol & Frag Grenades (Rabble Boss)



BROKEN RABBLE

10 Pts

- 5 x Broken Rabble & Rabble Boss
- 3 x Slug Rifle
- 1 x Auto Slugger
- 1 x EMP Harpoon
- 1 x Slug Rifle (Rabble Boss)



HAKOYU GRAND MASTER

3 Pts

- 2 x Hakoyu Phase Weapons



PA'KU ARTILLERY

13 Pts

- Quad Mortar - EMP Shells

PA'KU ARTILLERY

13 Pts

- Quad Mortar - EMP Shells



BROKEN SNIPER

7 Pts

- Camo Cloak & Custom Sniper Rifle

BROKEN SNIPER

7 Pts

- Camo Cloak & Custom Sniper Rifle



DETACHMENT 2



FORSAKEN CHIEFTAIN

11 Pts

- Frag Grenades, Beam Pistol & Trophy Melee Weapon
- Customized Weapons



BROKEN RABBLE

8 Pts

- 4 x Broken Rabble & Rabble Boss
- 2 x Slug Rifle
- 1 x Glue Rifle
- 1 x Glue Carbine
- Chem Pistol & Frag Grenades (Rabble Boss)



RABBLE ASSAULT

4 Pts

- 5 x Broken Rabble & Rabble Boss
- 5 x Overcharged Powercells & Slug Pistol
- Beam Pistol & Overcharged Powercells (Rabble Boss)



MARSAYAN HYPNOTIST

2 Pts



GNOLTI

12 Pts

- 2 Volt Shield Gauntlets

THE CITIZENS ARE REVOLTING

The main strength of the Broken lies in their weight of numbers and the Shadow Strike ability. The Chieftains' Shadow Master ability amplifies this, allowing additional units to sneak in and out of terrain each turn, while the Now You See Me faction objective lowers their suppression or replaces wounded models as they do so. Additionally, as Broken troops are not the most resilient, the two Chieftains ensure a steady flow of command points for managing suppression and bringing back eliminated units as reinforcements.

Backing up the Rabble, the Gnolti with its massive shield gauntlets provides some essential protection while also packing a mean punch. Snipers can be used to harass and disrupt enemy movement, while the Pa'ku serve as long range fire support, benefiting from improved shooting thanks to their Coordinated Barrage ability.



FORCES OF THE ARTARIAN REMNANT

Artarian Remnant Special Rules . . .	184
Militus Warrior Prime	185
Militus Skyrunner Prime	186
Nimbus Pathfinder Prime	187
Nimbus Longshot Prime	188
Brutus Vanquisher Prime	189
Brutus Breacher Prime	190
Militus Warrior	191
Militus Holista	192
Militus Skyrunner	193
Militus Dominator	194
Nimbus Pathfinder	195
Nimbus Longshot	196

Brutus Vanquisher	197
Brutus Breacher	198



The noise of the crowd, normally a quiet susurrant in Jai's headset, spiked to an angry roar as Saska's Militus suit went down. The Epirian bot had landed a lucky blow, punching its hydraulic fist right through her suit's power unit. The Prime icon in Jai's HUD turned black as the suddenly lifeless suit collapsed to the cracked tundra, showering the dry vegetation with sparks and smoke.

The engagement had been a costly one for their fire team, and the loss of their crowd-favorite Prime would see them tumbling on the leader-boards back in the fleet. Jai, however, saw this as an opportunity to finally enhance his own status within the team. He glanced up to the comm icon, opening a channel to the fire team.

"Dinah, I'm moving in. Cover fire!"

Dinah clicked an acknowledgment, and Jai watched in his helmet display as her agile Nimbus suit moved up on the right flank, her spray of suppressive fire causing the bot to turn in her direction. Jai switched his comm array to the fleet band as he strode to the top of the hummock in front of him. He couldn't resist pausing a moment at the top, his purple and teal Militus suit catching the sun as he shouted, "For House Bautista!"

An approving rumble came back through his headset, as the crowds watching from the safety of the fleet's battle stadiums took up the chant – "Bautista! Bautista!"

Spurred on by the crowd's approval, Jai channeled additional energy to his motive systems for a burst of speed and sprinted towards the Epirian Hunter. His arc splitter crackled as it built up a charge. The bot registered his approach too soon, disregarding the hail of scattered fire from Dinah's Nimbus suit and spinning to face the more immediate threat. Jai triggered a blast from the arc splitter, but the Hunter threw off his aim by stepping forward into the charge, swinging up its hydraulic fist. Throwing himself sideways, Jai slapped the fist aside with his gauntlet, trying to bring the arc splitter to bear. Grappling with the shorter but bulkier bot, Jai keyed his suit's booster systems again to channel extra power to the gauntlet while using the length of the arc splitter to push the Hunter's machine gun arm out of the way. Heat warnings chimed. As Jai toggled the vent activation to disperse the excess heat, a laser blast seared over his shoulder, coring through the Hunter's head unit.

Spinning around as the Hunter crashed to the ground, Jai spotted Davad's Brutus suit moving out from behind the Foundation warehouse, its arm-mounted Fodina laser steaming as it bled off heat from the kill-shot.

"Dammit, Davad!" Jai yelled into the comm. "That was my kill!"

ARTARIAN REMNANT SPECIAL RULES

ABILITIES

AERIAL INSERTION: Movement action - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

LORICAN ARMOR:

Crowd Favorites: During each command phase, for every 2 Lorican Champions you have either on the table or in reserve, gain +1 additional CP.

Overcharge: Models with Lorican Armor are able to overcharge their capabilities. Each *overcharge* requires you expend 1 CP and raise the Champion's suppression level by +1. For example: When firing with one of your Champions, you could choose to overcharge each of its two weapons once, by expending 2 CPs and raising its suppression level by +2.

- **Overcharge Defense:** While being fired at, raise a Champion's existing **DODGE** or **FIELD** ability value by +1 for that round of shooting, after seeing the results of the opponent's hit roll results.
- **Overcharge Movement:** While moving, add +2 to a Champion's MV for the remainder of that move, up to a maximum of +4 MV.
- **Overcharge Weapon:** When shooting, before making hit rolls, improve a Champion's weapon by +1 SHO for that round, up to a maximum of +2 SHO per weapon.
- **Vent Heat:** During a Champion's activation, lower its suppression level by -2. Performing this overcharge does not raise the Champion's suppression level, but it may not be done during a round of shooting.

When a Champion is able to perform a *free overcharge*, this means the overcharge does not require any CPs, though it still raises their suppression level as usual.





MILITUS WARRIOR PRIME

16 Points



A Warrior Prime values versatility, preferring to carry the tools to deal with any situation over focused specialization.

MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Militus Warrior Prime 6 4 5 5 3 8 2+ Behemoth





UNIT SIZE: 1 Militus Warrior Prime.

EQUIPMENT: 2 Incursion Rifles, Loricar Armor.

ABILITIES: Aerial Insertion, Command (2), Prime Ability – Counterattack.

OPTIONS:

- Either Incursion Rifle may be replaced with:
 - Arc Splitter: +0 pts each.
 - Aruval Phase Blade: -3 pts each.
 - Combat Gauntlet: -3 pts each.
 - Combat Gauntlet w/Reflex Shield: -2 pts each.
 - Conflagration Launcher: +2 pts each.
 - Incursion Blaster: +0 pts each.
- May be equipped with 1 of the following:
 - Arc Splitter: +3 pts.
 - Conflagration Launcher: +5 pts.
 - Incursion Blaster: +3 pts.
 - Incursion Rifle: +3 pts.
 - Loricar Field Generator: +4 pts.
- May be equipped with Defensive Countermeasures: +1 pt.
- May be equipped with up to 2* of the following:
 - Prime Array: +3 pts.
 - Target Tracker: +1 pt.
 - Vent System: +2 pts each.
- This detachment may include the following additional units:

 **1-3**
 **0-1**
 **0-1**
 **0-1**

* If equipped with 3 weapons, only 1 item may be chosen from this list.

WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Arc Splitter	18"	4	3	1	4+	SR	Arc
Aruval Phase Blade	CQ	+2	6	1	-	Melee	Phase
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

LORICAR ARMOR: See page 184 for details.

LORICAR FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

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

DAMAGED: At FOR 4-5, this model can fire up to 2 weapons.
At FOR 1-3, this model can fire up to 1 weapon.

PRIME ABILITY - COUNTERATTACK: Once per turn when a friendly unit within 24" performs a Fire action which targets the last enemy unit to have activated, that friendly unit gets +1 SKL for the round of shooting.

PRIME ARRAY: (up to 1 per model) This model's **COMMAND** ability value is improved by +1.

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Loricar Champion, Militus, Prime.

Ver: β2.1



MILITUS SKYRUNNER PRIME

20 Points



A hot-headed Prime will pilot a Militus Skyrunner, allowing them to bring the fight right to the enemy.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Militus Skyrunner Prime	6(8)	4	5	5	3	8	2+	Behemoth

UNIT SIZE: 1 Militus Skyrunner Prime.

EQUIPMENT: 2 Incursion Rifles, Lorican Armor, Lorican Boostpack.

ABILITIES: Aerial Insertion, Command (2), Prime Ability – Mobile Strike.

OPTIONS:

- Either Incursion Rifle may be replaced with:
 - Arc Splitter: +0 pts each.
 - Aruval Phase Blade: -3 pts each.
 - Combat Gauntlet: -3 pts each.
 - Combat Gauntlet w/Reflex Shield: -2 pts each.
 - Conflagration Launcher: +2 pts each.
 - Incursion Blaster: +0 pts each.
- May be equipped with Defensive Countermeasures: +1 pt.
- May be equipped with up to 2 of the following:
 - Vent System: +2 pts each.
- This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Arc Splitter	18"	4	3	1	4+	SR	Arc
Aruval Phase Blade	CQ	+2	6	1	-	Melee	Phase
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

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

LORICAN ARMOR: See page 184 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

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

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

PRIME ABILITY - MOBILE STRIKE: Once per turn, when a friendly unit within 24" that is on the move performs a Fire action, it gains +1 SKL for that round of shooting.

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 1-3, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Lorican Champion, Militus, Prime.

Ver: β2.1



NIMBUS PATHFINDER PRIME

A Prime who prefers stealth and deception above all else will choose to pilot a Nimbus Pathfinder.

9 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Nimbus Pathfinder Prime	7	4	5	4	2	6	2+	Infantry
-------------------------	---	---	---	---	---	---	----	----------

UNIT SIZE: 1 Nimbus Pathfinder Prime.

EQUIPMENT: Incursion Blaster, Loric armor, Pinpoint Scanner.

ABILITIES: Active Scan, Aerial Insertion, Command (2), Prime Ability - Strike & Vanish, Scout.

OPTIONS:

- Incursion Blaster may be replaced with Arc Splitter: +0 pts.
- May be equipped with up to 2* of the following:
 - Hologram Projector: +1 pt.
 - Prime Array: +3 pt.
 - Thermal Tracker: +2 pts.
 - Vent Systems: +2 pts each.
- May be equipped with 1 of the following:
 - Cloak Generator: +3 pts.
 - Loric Boostpack: +4 pts.
- This detachment may include the following additional units:



* If equipped with a Loric Boostpack, only Vent Systems may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Arc Splitter	18"	4	3	1	4+	SR	Arc
--------------	-----	---	---	---	----	----	-----

Incursion Blaster	18"	2	5	3	5+	SR	Phase
-------------------	-----	---	---	---	----	----	-------

ABILITY & EQUIPMENT SUMMARY

ACTIVE SCAN: Status action - Place a Painted token on this unit, as well as each enemy unit within 18". Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

CLOAK GENERATOR: This model has +1 EVS, except when the enemy is firing at short range.

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

HOLOGRAM PROJECTOR: (up to 1 per model) During an enemy unit's activation, if this unit is declared as either a charge target or a target for short ranged (non-CQ Fighting) shooting, it may immediately make a free, dynamic move up to D6". If this move means the unit is no longer a valid target, your opponent may select a different target or action instead.

LORICAN ARMOR: See page 184 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

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

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

PINPOINT SCANNER: After completing a Fire action against a target within 18", place 2 Painted tokens on that target (See the **ACTIVE SCAN** ability for more details about Painted tokens).

PRIME ABILITY - STRIKE & VANISH: Once per turn, choose a friendly active unit within 24". That unit may perform its movement action even if it has already completed its shooting action.

PRIME ARRAY: (up to 1 per model) This model's **COMMAND** ability value is improved by +1.

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.

THERMAL TRACKER: (up to 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there, though enemy units targeted this way are never a wide open shot.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Loric Champion, Nimbus, Prime.

Ver: β2.1



NIMBUS LONGSHOT PRIME

13 Points



A Prime who loves to attack from a distance, waiting to find the perfect target and decimate it with a coordinated strike.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Nimbus Longshot Prime	7	4	5	4	2	6	2+	Infantry

UNIT SIZE: 1 Nimbus Longshot Prime.

EQUIPMENT: Lorican Armor, Torus Sniper Rifle.

ABILITIES: Aerial Insertion, Command (2), Prime Ability - Focus Fire, Scout.

OPTIONS:

- May be equipped with 1 of the following:
 - Cloak Generator: +3 pts.
 - Lorican Boostpack: +4 pts.
- May be equipped with up to 2* of the following:
 - Hologram Projector: +1 pt.
 - Prime Array: +3 pts.
 - Target Tracker: +1 pt.
 - Thermal Tracker: +4 pts.
 - Vent Systems: +2 pts each.

• This detachment may include the following additional units:



* If equipped with a Lorican Boostpack, only Vent Systems may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Torus Sniper Rifle	72"	2	6	3	2+		Armor Piercing, Phase, Sniper

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

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

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

CLOAK GENERATOR: This model has +1 EVS, except when the enemy is firing at short range.

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

HOLOGRAM PROJECTOR: (up to 1 per model) During an enemy unit's activation, if this unit is declared as either a charge target or a target for short ranged (non-CQ Fighting) shooting, it may immediately make a free, dynamic move up to D6". If this move means the unit is no longer a valid target, your opponent may select a different target or action instead.

LORICAN ARMOR: See page 184 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

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

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

PRIME ABILITY - FOCUS FIRE: Each turn, when this unit performs a Fire action, if the next friendly activation also performs a Fire action against the same target, that enemy unit raises its suppression level by an additional +1.

PRIME ARRAY: (up to 1 per model) This model's **COMMAND** ability value is improved by +1.

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.

SNIPER: Ignore the additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

THERMAL TRACKER: (up to 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there, though enemy units targeted this way are never a wide open shot.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Lorican Champion, Nimbus, Prime.

Ver: β2.1



BRUTUS VANQUISHER PRIME

A Prime who prizes a strong defensive stronghold above all else.

21 Points



MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Brutus Vanquisher Prime 5 3 5 6 2 11 2+ Behemoth

UNIT SIZE: 1 Brutus Vanquisher Prime.

EQUIPMENT: 2 Fodina Heavy Lasers, Loricar Armor

ABILITIES: Advanced Target Acquisition, Aerial Insertion, Command (2), Mission Specialist, Prime Ability - Hold Fast.

OPTIONS:

- May replace either Fodina Laser with Heavy Flechette Launcher: +0 pts each.
- May be equipped with up to 2 of the following:
 - Conflagration Launcher: +5 pts each.
 - Incursion Rifle: +3 pts each.
 - Prime Array: +3 pts.
 - Target Tracker: +1 pt.
 - Vent System: +2 pts each.
- May be equipped with 1 of the following:
 - Loricar Field Generator: +4 pts.
 - Stabilizer Rig: +3 pts.
- May be equipped with Defensive Countermeasures: +1 pt.
- This detachment may include the following additional units:



WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Fodina Heavy Laser	36"	1	6	6	5+	SH	Armor Piercing, Beam
Heavy Flechette Launcher	18"	2+LB	4	1	2+	SH	Guided
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

ADVANCED TARGET ACQUISITION: When performing a Fire or Suppressive Fire action, you may select up to 2 valid enemy targets (you must declare one target for each firing weapon). Resolve each enemy target as a separate round of shooting.

AERIAL INSERTION: See page 184 for details.

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

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the Dodge ability.

LORICAR ARMOR: See page 184 for details.

LORICAR FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

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

PRIME ABILITY - HOLD FAST: Each turn while this unit is activated, you may choose a friendly unit within 24" that is taking cover and add an additional Cover token to it.

PRIME ARRAY: (up to 1 per model) This model's **COMMAND** ability value is improved by +1.

STABILIZER RIG: This model ignores the **SUPERHEAVY** ability on its weapons.

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 5-7, this model can fire up to up to 3 weapons.
At FOR 1-4, this model can fire up to 2 weapon.

UNIT DESIGNATORS: Armored, Brutus, Loricar Champion, Prime.

Ver: β2.1



BRUTUS BREACHER PRIME

A Prime who believes that disruption, chaos and fear are the ultimate keys to victory.

18 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Brutus Breacher Prime	5	3	5	6(7)	3	11	2+	Behemoth

UNIT SIZE: 1 Brutus Breacher Prime.

EQUIPMENT: Arena Shield, Breach Hammer, Lorican Armor.

ABILITIES: Aerial Insertion, Command (2), Mission Specialist, Prime Ability - Battlefield Domination.

OPTIONS:

- May be equipped with 1 of the following:
 - Lorican Field Generator: +4 pts.
 - Sonic Disruptor: +2 pts.
- May be equipped with up to 2 of the following:
 - Inhibitor Mine Launcher: +2 pts.
 - Prime Array: +3 pts.
 - Vent System: +2 pts each.
- May be equipped with Defensive Countermeasures: +1 pt.
- This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Arena Shield	CQ	+1	4	1	-	Melee	Deflect (2), Shield (+1)
Breach Hammer	CQ	+2	6	4	-	Melee	

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

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

INHIBITOR MINE LAUNCHER: (up to 1 per model) *Free shooting action* - Place an Inhibitor Mine token within 24" of this model, but not within 6" of the enemy. The area within 6" of an inhibitor mine is dangerous ground (+D3) to enemy models. Once an inhibitor mine raises an enemy unit's suppression level, remove that mine token from the table.

LORICAN ARMOR: See page 184 for details.

LORICAN FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

PRIME ABILITY - BATTLEFIELD DOMINATION: Each end phase, choose a friendly unit within 24". For the duration of the phase, that unit can control an objective marker even when the enemy is contesting it. If the selected unit has the **MISSION SPECIALIST** ability, it instead ignores that ability for the duration of the phase.

PRIME ARRAY: (up to 1 per model) This model's **COMMAND** ability value is improved by +1.

SHIELD (+1): This model has (+1) AV, but only against attacks that hit its front arc.

SONIC DISRUPTOR: While within 8", all enemy units gain the **MISSION SPECIALIST** ability. In addition, when this unit charges an enemy unit, that target's suppression level is increased by +2 before it fires defensively.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

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

UNIT DESIGNATORS: Armored, Brutus, Lorican Champion, Prime.

Ver: β2.1



MILITUS WARRIOR

The core of the Remnant fighting force; tough, versatile gladiators trained to take on any foe and win.

13 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Militus Warrior	6	4	4	5	2	7	3+	Behemoth
-----------------	---	---	---	---	---	---	----	----------

UNIT SIZE: 1 Militus Warrior.

EQUIPMENT: 2 Incursion Rifles, Loricar Armor.

ABILITIES: Aerial Insertion.

OPTIONS:

- Either Incursion Rifle may be replaced with:
 - Arc Splitter: +0 pts each.
 - Combat Gauntlet: -3 pts each.
 - Combat Gauntlet w/Reflex Shield: -2 pts each.
 - Conflagration Launcher: +2 pts each.
 - Incursion Blaster: +0 pts each.
- May be equipped with 1 of the following:
 - Arc Splitter: +3 pts.
 - Conflagration Launcher: +5 pts.
 - Incursion Blaster: +3 pts.
 - Incursion Rifle: +3 pts.
 - Loricar Field Generator: +4 pts.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -4 pts.
- May be equipped with up to 2* of the following:
 - Enhanced Targeter: +1 pt.
 - Target Tracker: +1 pt.
 - Vent System: +2 pts each.

* If equipped with 3 weapons, only 1 item may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Arc Splitter	18"	4	3	1	4+	SR	Arc
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

ENHANCED TARGETER: (up to 1 per model) This model has +1 SKL.

LORICAR ARMOR: See page 184 for details.

LORICAR FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

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

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 4-5, this model can fire up to 2 weapons.
At FOR 1-3, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Loricar Champion, Militus.

Ver: β2.1



MILITUS HOLISTA

The unsung heroes of the Remnant, Holistas repair fellow Loricar Champions or tag them for retrieval when the damage is too severe.

9 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Militus Holista	6	4	4	5	2	7	3+	Behemoth

UNIT SIZE: 1 Militus Holista.

EQUIPMENT: Heat Exchange, Loricar Armor, Incursion Rifle, 2 Vent Systems.

ABILITIES: Aerial Insertion, Tagged For Retrieval.

OPTIONS:

- Incursion Rifle may be replaced with:
 - Arc Splitter: -1 pt.
 - Combat Gauntlet: -2 pts.
 - Combat Gauntlet w/Reflex Shield: -1 pt.
 - Conflagration Launcher: +1 pt.
 - Incursion Blaster: -1 pt.
- May be equipped with 1 of the following:
 - Loricar Boostpack: +4 pts.
 - Loricar Field Generator: +2 pts.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Arc Splitter	18"	4	3	1	4+	SR	Arc
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

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

HEAT EXCHANGE: Status action - Choose another friendly unit within 3". Lower that unit's suppression level by any amount, but raise this unit's suppression level by an equal amount. Alternatively, you may heal up to 2 injuries from the selected unit instead of lowering its suppression level. A unit may not Regroup the same activation it performs this action.

LORICAR ARMOR: See page 184 for details.

LORICAR BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

LORICAR FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

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

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

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

TAGGED FOR RETRIEVAL: Anytime one of your Champions is retired while within 3" of one or more friendly Holistas, you gain +2 CPs.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Loricar Champion, Militus.

Ver: β2.1



MILITUS SKYRUNNER

Fast moving harbingers of death, Militus Skyrunners are rightly feared throughout the spiral arm.

17 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Militus Skyrunner	6(8)	4	4	5	2	7	3+	Behemoth
-------------------	------	---	---	---	---	---	----	----------

UNIT SIZE: 1 Militus Skyrunner.

EQUIPMENT: 2 Incursion Rifles, Lorican Armor, Lorican Boostpack.

ABILITIES: Aerial Insertion.

OPTIONS:

- Either Incursion Rifle may be replaced with:
 - Arc Splitter: +0 pts each.
 - Combat Gauntlet: -3 pts each.
 - Combat Gauntlet w/Reflex Shield: -2 pts each.
 - Conflagration Launcher: +2 pts each.
 - Incursion Blaster: +0 pts each.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -4 pts.
- May be equipped with up to 2 of the following:
 - Vent System: +2 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Arc Splitter	18"	4	3	1	4+	SR	Arc
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

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

LORICAN ARMOR: See page 184 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

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

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

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 1-3, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Lorican Champion, Militus.

Ver: β2.1



MILITUS DOMINATOR

14 Points



Sacrificing all else for maximum firepower, Militus Dominators lay waste to any enemy stupid enough to face them head on.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Militus Dominator	6	4	4	5	2	7	3+	Behemoth

UNIT SIZE: 1 Militus Dominator.

EQUIPMENT: 2 Incursion Rifles, Lorican Armor.

ABILITIES: Aerial Insertion.

OPTIONS:

- Either Incursion Rifle may be replaced with:
 - Arc Splitter: +0 pts each.
 - Combat Gauntlet: -3 pts each.
 - Combat Gauntlet w/Reflex Shield: -2 pts each.
 - Conflagration Launcher: +2 pts each.
 - Incursion Blaster: +0 pts each.
- Must be equipped with 2 of the following:
 - Arc Splitter: +2 pts each.
 - Conflagration Launcher: +4 pts each.
 - Incursion Blaster: +2 pts each.
 - Incursion Rifle: +2 pts each.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Arc Splitter	18"	4	3	1	4+	SR	Arc
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

LORICAN ARMOR: See page 184 for details.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

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

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

DAMAGED: At FOR 4-5, this model can fire up to 3 weapons.
At FOR 1-3, this model can fire up to 2 weapons.

UNIT DESIGNATORS: Armored, Lorican Champion, Militus.

Ver: β2.1



NIMBUS PATHFINDER

Masters of stealth, Nimbus Pathfinders sneak into forward positions and mark the enemy.

6 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Nimbus Pathfinder	7	4	4	4	2	5	3+	Infantry
-------------------	---	---	---	---	---	---	----	----------

UNIT SIZE: 1 Nimbus Pathfinder.

EQUIPMENT: Incursion Blaster, Loric armor, Pinpoint Scanner.

ABILITIES: Active Scan, Aerial Insertion, Scout.

OPTIONS:

- Incursion Blaster may be replaced with Arc Splitter: +0 pts.
- May be equipped with up to 2* of the following:
 - Hologram Projector: +1 pt.
 - Pathfinder Array: +0 pts.
 - Thermal Tracker: +2 pts.
 - Vent Systems: +2 pts each.
- May be equipped with 1 of the following:
 - Cloak Generator: +3 pts.
 - Loric Boostpack: +4 pts.
- May be equipped with Mark of the Initiate: -2 pts.

* If equipped with a Loric Boostpack, only Vent Systems may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Arc Splitter	18"	4	3	1	4+	SR	Arc
--------------	-----	---	---	---	----	----	-----

Incursion Blaster	18"	2	5	3	5+	SR	Phase
-------------------	-----	---	---	---	----	----	-------

ABILITY & EQUIPMENT SUMMARY

ACTIVE SCAN: *Status action* - Place a Painted token on this unit, as well as each enemy unit within 18". Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

CLOAK GENERATOR: This model has +1 EVS, except when the enemy is firing at short range.

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

HOLOGRAM PROJECTOR: (up to 1 per model) During an enemy unit's activation, if this unit is declared as either a charge target or a target for short ranged (non-CQ Fighting) shooting, it may immediately make a free, dynamic move up to D6". If this move means the unit is no longer a valid target, your opponent may select a different target or action instead.

LORICAN ARMOR: See page 184 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

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

PATHFINDER ARRAY: (up to 1 per model) Friendly units arriving via **AERIAL INSERTION** within 6" of this model do not automatically fire wildly the turn they arrive.

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

PINPOINT SCANNER: After completing a Fire action against a target within 18", place 2 Painted tokens on that target (See the **ACTIVE SCAN** ability for more details about Painted tokens).

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.

THERMAL TRACKER: (up to 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there, though enemy units targeted this way are never a wide open shot.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Loric Champion, Nimbus.

Ver: β2.1



NIMBUS LONGSHOT

10 Points



A Nimbus Longshot picks out targets for its lethal Torus Sniper Rifle before the rest of the Fire Team even knows the enemy is there.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Nimbus Longshot	7	4	4	4	2	5	3+	Infantry

UNIT SIZE: 1 Nimbus Longshot.

EQUIPMENT: Lorican Armor, Torus Sniper Rifle.

ABILITIES: Aerial Insertion, Scout.

OPTIONS:

- May be equipped with 1 of the following:
 - Cloak Generator: +3 pts.
 - Lorican Boostpack: +4 pts.
- May be equipped with up to 2* of the following:
 - Enhanced Targeter: +1 pt.
 - Hologram Projector: +1 pt.
 - Target Tracker: +0 pts.
 - Thermal Tracker: +4 pts.
 - Vent Systems: +2 pts each.

* If equipped with a Lorican Boostpack, only Vent Systems may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Torus Sniper Rifle	72"	2	6	3	2+		Armor Piercing, Phase, Sniper

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

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

CLOAK GENERATOR: This model has +1 EVS, except when the enemy is firing at short range.

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

ENHANCED TARGETER: (up to 1 per model) This model has +1 SKL.

HOLOGRAM PROJECTOR: (up to 1 per model) During an enemy unit's activation, if this unit is declared as either a charge target or a target for short ranged (non-CQ Fighting) shooting, it may immediately make a free, dynamic move up to D6". If this move means the unit is no longer a valid target, your opponent may select a different target or action instead.

LORICAN ARMOR: See page 184 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

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

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

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.

SNIPER: Ignore the additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

THERMAL TRACKER: (up to 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there, though enemy units targeted this way are never a wide open shot.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Lorican Champion, Nimbus.

Ver: β2.1



BRUTUS VANQUISHER

Though ponderously slow, no single warrior in the spiral arm can match their offensive output.

16 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
------------	----	-----	-----	----	-----	-----	----	------------

Brutus Vanquisher	5	3	4	6	2	10	3+	Behemoth
-------------------	---	---	---	---	---	----	----	----------

UNIT SIZE: 1 Brutus Vanquisher.

EQUIPMENT: 2 Fodina Heavy Lasers, Loricar Armor

ABILITIES: Advanced Target Acquisition, Aerial Insertion, Mission Specialist.

OPTIONS:

- May replace either Fodina Laser with Heavy Flechette Launcher: +0 pts each.
- May be equipped with up to 2 of the following:
 - Conflagration Launcher: +4 pts each.
 - Enhanced Targeter: +1 pt.
 - Incursion Rifle: +2 pts each.
 - Target Tracker: +0 pts.
 - Vent System: +2 pts each.
- May be equipped with 1 of the following:
 - Loricar Field Generator: +4 pts.
 - Stabilizer Rig: +3 pts.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Fodina Heavy Laser	36"	1	6	6	5+	SH	Armor Piercing, Beam
Heavy Flechette Launcher	18"	2+LB	4	1	2+	SH	Guided
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

ADVANCED TARGET ACQUISITION: When performing a Fire or Suppressive Fire action, you may select up to 2 valid enemy targets (you must declare one target for each firing weapon). Resolve each enemy target as a separate round of shooting.

AERIAL INSERTION: See page 184 for details.

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

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

ENHANCED TARGETER: (up to 1 per model) This model has +1 SKL.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the Dodge ability.

LORICAR ARMOR: See page 184 for details.

LORICAR FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

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

STABILIZER RIG: This model ignores the **SUPERHEAVY** ability on its weapons.

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 5-7, this model can fire up to 3 weapons.
At FOR 1-4, this model can fire up to 2 weapons.

UNIT DESIGNATORS: Armored, Brutus, Loricar Champion.

Ver: β2.1



BRUTUS BREACHER

13 Points



Slightly unhinged pilots favor a Breacher, which allows them to rampage through enemy lines and cause maximum havoc.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Brutus Breacher	5	3	4	6(7)	3	10	3+	Behemoth

UNIT SIZE: 1 Brutus Breacher.

EQUIPMENT: Arena Shield, Breach Hammer, Lorican Armor.

ABILITIES: Aerial Insertion, Mission Specialist.

OPTIONS:

- May be equipped with 1 of the following:
 - Lorican Field Generator: +4 pts.
 - Sonic Disruptor: +2 pts.
- May be equipped with up to 2 of the following:
 - Breacher Array: +4 pts.
 - Enhanced Targeter: +1 pt.
 - Inhibitor Mine Launcher: +2 pts.
 - Vent System: +2 pts each.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Arena Shield	CQ	+1	4	1	-	Melee	Deflect (2), Shield (+1)
Breach Hammer	CQ	+2	6	4	-	Melee	

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

BREACHER ARRAY: (up to 1 per model) *Status action* - If an enemy model with the **COMMAND** ability is within 18", your opponent loses -1 CP.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

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

ENHANCED TARGETER: (up to 1 per model) This model has +1 SKL.

INHIBITOR MINE LAUNCHER: (up to 1 per model) *Free shooting action* - Place an Inhibitor Mine token within 24" of this model, but not within 6" of the enemy. The area within 6" of an inhibitor mine is dangerous ground (+D3) to enemy models. Once an inhibitor mine raises an enemy unit's suppression level, remove that mine token from the table.

LORICAN ARMOR: See page 184 for details.

LORICAN FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

SHIELD (+1): This model has (+1) AV, but only against attacks that hit its front arc.

SONIC DISRUPTOR: While within 8", all enemy units gain the **MISSION SPECIALIST** ability. In addition, when this unit charges an enemy unit, that target's suppression level is increased by +2 before it fires defensively.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

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

UNIT DESIGNATORS: Armored, Brutus, Lorican Champion.

Ver: β2.1

ARTARIAN REMNANT FACTION OBJECTIVES

Battles undertaken by the Remnant are often broadcast to vast stadiums aboard the Artarian fleetships, filled with throngs of adoring fans. The crowd is able to send messages of praise and encouragement to their favorite Champions in real time, driving them to perform even greater feats of heroism.

FAVOR OF THE CROWD

The crowd's attention often flits from Champion to Champion throughout the battle, with each pilot looking to impress viewers by performing spectacular feats of combat.

The first **LORICAN CHAMPION** unit you activate each turn is your *avored Champion* for that turn. During its activation, a favored Champion gets 1 free overcharge.

- During its activation, if your favored Champion causes at least one injury on an enemy model, you gain +2 CPs.
- The first time one of your favored Champions destroys an enemy unit, you also gain +3 VPs.

EPIC HERO

A Champion occasionally reaches legendary status, becoming an epic hero on their own fleetship, but also so infamous that enemies come looking to best them.

When declaring this as your faction objective, choose one of your **LORICAN CHAMPION** models to be your *epic hero*.

- During its activation, all of your epic hero's overcharges are free, with the exception of Vent Heat.
- During its activation, if your epic hero destroys an enemy unit, you gain +1 VP. If your epic hero is destroyed, your opponent gains +1 VP. A unit's epic hero status no longer applies if it returns to play as a reinforcement.

THE GREAT HUNT

During Artarian feastdays, the crowd votes in real-time which enemy they want destroyed next. Champions jockey with each other to destroy this target first, as doing so will bring great honor to their House.

Each turn when activating your first unit, nominate one enemy unit to be the *great hunt target* for the remainder of that turn. A great hunt target immediately has its suppression level raised by +1, and has a -1 modifier to all WP tests it takes.

Whenever your great hunt target is destroyed, you gain +1 VP and additional CPs based on which of your units managed to destroy the great hunt target:

- Your first activation of the turn: +3 CPs.
- Your second activation of the turn: +2 CPs.

Once you have gained +3 VPs from this objective, the hunt has ended and you may not select any further great hunt targets.

ARTARIAN REMNANT EQUIPMENT

ARTARIAN REMNANT WEAPONS

As Remnant weaponry is designed for use both on the battlefield and in their gladiatorial tournaments, they tend to favor energy-based weapons that kill or disable a foe with minimal damage to their surroundings. These weapons are large and brutal, in keeping with the Lorican armor of their bearers.

ARC WEAPONS

Arc weapons use a focused laser to ionize a path to the target. A fraction of a second later, a powerful electric current is sent down this path, arcing directly into the target and then jumping to anything conductive that happens to be nearby. This results in a rapid and gruesome superheating effect on, burning flesh and frying electronics, and making them ideal for clearing out whole squads of lightly armored foes.



Arc Splitter

FLECHETTE WEAPONS

Remnant flechettes are the envy of other factions in the spiral arm, many of whom have tried and failed to reverse engineer the technology. Each of the thousands of flechettes loaded into the weapon are razor thin, but also contain miniaturized technology, allowing the flying blades to subtly shift their flight angle and track targets out of sight that have been marked by Nimbus Pathfinders.



Heavy Flechette Launcher

INCURSION WEAPONS

The most common type of weapon used throughout the Remnant, Incursion technology uses electromagnetic coils to fire beams of highly charged particles, releasing lethal amounts of radiation and heat upon impact. This radiation ionizes electronics and kills organic cells instantly, while leaving other materials and protective energy fields intact.



Incursion Blaster



Incursion Rifle



Torus Sniper Rifle

LASER WEAPONS

Laser technology is used in both civilian and military roles. Supercharged laser cannons like the Fodina are just as effective at burning a hole in armor and flesh as they are in welding ship hulls or clearing micro-meteorites. The Fodina's weight and energy demands mean that only a Brutus Suit is able to carry it.



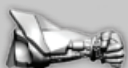
Fodina Heavy Laser

REMNANT MELEE WEAPONS

Militus pilots that want to get up close and personal with the enemy rely on the simple, yet effective, Combat Gauntlet, allowing them to harness the power of their suit to punch and tear through any enemy with ease. Some also opt for a Reflex Shield, a small, wrist-mounted energy generator which can deflect incoming melee attacks. Militus Primes sometimes carry a rare Aruval Phase Blade, a melee weapon with incursion technology that can pass effortlessly through enemy defensive fields. Brutus Breachers wield a powerful hammer designed to smash apart enemy tanks and fortifications, whilst protecting themselves with an Arena Shield, a traditional buckler married with built-in energy field projectors.



Arena Shield



Combat Gauntlet



Aruval Phase Blade



Breach Hammer



Reflex Shield

PLASMA WEAPONS

Conflagration Launchers fire globs of pure superheated plasma. Upon impact, this deadly substance splashes across its target, melting through heavy armor and flesh with ease. Though plasma weapons have to be reloaded quite often, they are a favorite amongst Lorican Champions as they have no other weaknesses, being able to destroy both light infantry and enemy armor equally.



Conflagration Launcher

ARTARIAN REMNANT SUPPORT EQUIPMENT

ARRAYS

Used for multiple purposes by every class of Lorican Champion, arrays boost the signal from a Champion back to their fleet, allowing them to both send and receive information at a faster rate. In the case of Primes, their array grants them updated real-time orbital imagery of the battle, making them a more effective commander. Nimbus Pathfinder Arrays are a waypoint to allow orbital reinforcements to land more accurately. Brutus Breacher Arrays are a targeted short ranged broadcaster, blasting disruptive signals that temporarily disrupt enemy command channels.



Array

BACK-MOUNTED EQUIPMENT

Lorican suits have a hardpoint on their back that can be used to mount various pieces of support equipment. While this increases the weight and power requirements on their suit, the added tactical flexibility more than makes up for it. Most commonly used, particularly for the Militus sub-class, is a boostpack for increased mobility or a defensive field generator. Nimbus suits lack the power supply to support a field generator, instead using a cloak generator that makes them nearly invisible to radar and enemy targeting systems. Brutus suits, too heavy to be lifted by a boostpack, mount more specialized equipment, such as the Stabilizer Rig, that allows a Vanquisher to move and fire its heavier weapons without penalty and the Breacher's Sonic Disruptor, whose targeted high-pitched sonic vibrations can freeze the enemy in their tracks as they writhe in agony.



Cloak Generator



Lorican Boostpack



Lorican Field Generator



Stabilizer Rig



Sonic Disruptor

DEFENSIVE COUNTERMEASURES

Champions often add additional defensive protection to help give them a slight edge against enemies that get past their guns and try to disable them at close quarters, where the few weak spots in Lorican armor can be exploited. Militus and Brutus suits feature micro-rockets that explode a few meters away, filling the air with deadly mini-flechettes. Nimbus suits instead rely upon a hologram projector to confuse and distract would-be attackers, giving them precious seconds with which they can escape.



Defensive Countermeasures



Hologram Projector

HEAT EXCHANGE

Developed from the same technology used to cool the massive plasma engines on Remnant ships, Heat Exchanges are carried exclusively by Holistas. Forgoing their chance to mount more destructive equipment, the Holista helps keep other Fire Team members operational by using a Heat Exchange to siphon away excess heat from other Champions and then expel it using their own Vent Systems. Serving as Holista comes at a considerable cost to the Champion's chances of personal glory, but they are an incredibly valued part of a Fire Team.



Heat Exchange

INHIBITOR MINE LAUNCHER

Used by Breachers who like to create a spectacle, Inhibitor mines project a non-lethal, arcing field of electrical energy that scrambles equipment and disorients troops. Deployed via a shoulder mounted launcher, these mines are used to channel an enemy advance, forcing them within range of the Champion's massive Breach Hammer.



Inhibitor Mine Launcher

RANK BADGES

Along with their personal and House heraldry, a Prime wears a badge denoting their rank within the team. While the design of these differs between fleets, they always become more elaborate as the Prime grows in status and experience. A novice Champion is marked with a plain shield, either as a badge or painted sigil, denoting their lesser status within the team. Gaining sufficient glory and favor to remove this badge is a significant milestone for a fledgling Champion.



Mark of the Initiate



Mark of the Prime



Mark of the Glorious Prime

TARGETERS & TRACKERS

The Enhanced Targeter is a sensor package combined with a dedicated targeting computer, allowing a Champion to more effectively identify and hit their targets. In most cases, this is an external shoulder-mounted piece of equipment, though Primes have a miniaturized, internal version built into their suits. A Target Tracker is the choice for a Champion looking to engage and destroy agile enemies, granting their weapons a nearly god-like ability to predict movement vectors. A Thermal Tracker makes a Nimbus able to effectively target enemies through intervening terrain, while a Pinpoint Scanner paints enemy units for the attention of other Champions carrying heavier firepower.



Enhanced Targeter



Target Tracker



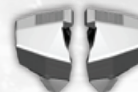
Thermal Tracker



Pinpoint Scanner

VENT SYSTEMS

The greatest enemy of Loricans Champions is not any foe they face on the battlefield, but rather the heat that builds up as they constantly push the limits of what their suits can manage. More forward thinking Champions eschew mounting a weapon or support system on one or both of their shoulders and instead take a Vent System, providing them with a simple way to more effectively dissipate heat.



Vent Systems



ARTARIAN REMNANT SAMPLE ROSTER 1 – 120 POINTS



MILITUS WARRIOR PRIME 22 Pts

- Aruval Phase Blade & Incursion Rifle
- Target Tracker
- Prime Array
- Defensive Countermeasures
- Loric Field Generator



MILITUS HOLISTA 14 Pts

- Incursion Rifle
- Heat Exchange
- 2 x Vent Systems
- Defensive Countermeasures
- Loric Boostpack



MILITUS WARRIOR 22 Pts

- 2 x Incursion Rifle
- 2 x Vent Systems
- Defensive Countermeasures
- Loric Field Generator



MILITUS SKYRUNNER 19 Pts

- Arc Splitter, Combat Shield & Reflex Shield
- 2 x Vent Systems
- Loric Boostpack



MILITUS WARRIOR 21 Pts

- 2 x Conflagration Launcher
- Incursion Rifle
- Enhanced Targeter



MILITUS DOMINATOR 22 Pts

- 2 x Incursion Rifle
- 2 x Conflagration Launcher

ARTARIAN REMNANT SAMPLE ROSTER 2 – 120 POINTS



MILITUS SKYRUNNER PRIME 22 Pts

- Aruval Phase Blade & Incursion Blaster
- 2 x Vent Systems
- Defensive Countermeasures
- Loric Boostpack



NIMBUS LONGSHOT 18 Pts

- Torus Sniper Rifle
- Enhanced Targeter
- Thermal Tracker
- Cloak Generator



MILITUS WARRIOR 22 Pts

- 2 x Conflagration Launcher
- Incursion Rifle
- Vent Systems



MILITUS SKYRUNNER 21 Pts

- 2 x Arc Splitter
- 2 x Vent Systems
- Loric Boostpack



MILITUS WARRIOR 10 Pts

- Incursion Blaster & Combat Gauntlet
- 2 x Vent Systems
- Mark of the Initiate



BRUTUS VANQUISHER 27 Pts

- 2 x Fodina Heavy Laser
- 2 x Conflagration Launcher
- Stabilizer Rig

WE ARE THE CHAMPIONS

What Remnant fire teams lack in numbers, they make up for with their combat skills and the ability of their massive weaponry to pump out damage. Whichever suits are included in a force, their goals and tactics are focused by the choice of commander, with their associated Prime ability, and selection of faction objective.

The first roster above is led by a Warrior Prime, whose Prime ability encourages champions to counterattack against nearby enemy units, while the Holista keeps the team's suppression under control. Combined with the Favor of the Crowd faction objective granting a selected champion a free Overcharge, this fire team can surgically remove targets from objectives or break through enemy lines.

The second roster focuses on mobility, using Boostpacks, Overcharging and the Scout ability to get Champions where they need to be. Backed up by the Vanquisher's firepower, this fire team is suited to The Great Hunt faction objective.





APPENDIX

Included in this appendix is some additional material that you may find useful for your games. This is a mix of gaming guidelines, rules clarifications and some optional advanced rules to try out if both you and your opponent prefer them to the standard rules.

CHARGE ACTION CLARIFICATIONS

The rules restrict a moving model from being placed in a location where it isn't able to stand flat on the table. However, when it comes to performing a Charge action, this means a canny opponent is able to arrange their models in such a way that it is impossible for you to charge them, as they can be protected by uneven terrain features (such as inside an emplacement or crater) that prevent your charging squad leader from simultaneously contacting them while also standing flat on the table. This is neither a fun, nor fair situation. As such, if the only thing preventing you from successfully charging is the inability to place your squad leader flat on the table (due to the presence of non-impassable terrain features), then you are allowed to place your squad leader as close as possible to the charge target (while also in a position where it stands flat on the table) and until the end of the subsequent round of CQ Fighting, your squad leader counts as being in contact with the nearest model in the charge target, despite the fact that the two models aren't actually in physical contact with each other.



A squad leader charging a unit behind an obstacle

Similarly, in some fringe situations (usually involving the presence of impassable terrain blocking the path to the closest model in a charge target) the restriction against moving through the gaps between enemy models within the charge target can actually prevent a charging squad leader from being able to contact the charge target, thereby making the charge impossible. When this occurs, your charging squad leader is allowed to move through the gaps between enemy models within the charge target, but only by the minimum amount necessary to contact them.



"Like seeds in the wind, the early clades of humanity scattered among the stars, taking root in the strange earth of other worlds. Scour the edges of the network and you will surely discover their graves - and their monsters."

Lucien Hardacre

MODELING GUIDELINES

UNIT OPTIONS

If you select a unit option that is physically represented in any Spiral Arm Studios model kit, then you should appropriately represent that option on your model(s). If the unit option has no physical representation in any Spiral Arm Studios model kit, then there is no requirement for you to represent it, though this shouldn't dissuade you from coming up with your own clever conversion if you fancy the challenge.

Conversely, if a unit has a particular option modeled on it, then you should select that option for the unit. The goal of this rule is to ensure that you visually represent major unit options on your models, thereby making it easier for both you and your opponent to remember what each unit is equipped with when quickly glancing across the table.



CONVERTING MODELS

The wargaming community has created many amazing converted miniatures and we encourage you to dream big and explore more of the Maelstrom's Edge universe by customizing your models. It is important to note, however, that the spirit of the rules presumes that conversions will not confer you an in-game advantage, such as when mounting a model onto a larger/smaller base, or with a dramatically posed model, like one that has been converted to be kneeling/lying down.

Before setting up a game against an opponent that is unfamiliar with your models, take a moment to show them any and all conversions you have in your force and have a quick discussion about if and how those conversions could possibly give you an advantage.

If a situation does arise during a game where it looks like your conversion might provide you with an advantage, you should always strive to take the position that would be more detrimental to you. For example, if you have dynamically converted one of your models so that it is lying down, and during a game you run into a situation where your opponent would be able to spot that model over an obstacle if it were posed normally standing up, then you should graciously allow your opponent to spot that model and fire at your unit.

TERRAIN DENSITY

How much terrain should be on the table for a game of Maelstrom's Edge? The ultimate goal is for you to constantly have to choose whether or not to leave your units in the open for **tactical reasons**, as opposed to not being able to reach cover because there just isn't enough terrain available. We therefore recommend Maelstrom's Edge tables contain slightly more terrain than many comparable sci-fi, squad-based tabletop games: in the neighborhood of 30-50% of the table's surface should be covered by terrain features.

The best way to figure out if you have enough terrain is to first clear off the area you're going to use to play the game, and then, starting from one edge of that table, fill it with all your available terrain features placed as close as possible to each other, without any of them overlapping. If the entirety of your terrain covers 30%-50% of the table surface when placed this way, then you should have plenty of terrain for Maelstrom's Edge.

Of course, while 30-50% terrain coverage is a great benchmark, the **type** of terrain features you use will tremendously alter how your games play. For example, using lots of small area terrain features will break up line of sight across the table, making it much less of a big deal when a unit doesn't end its activation taking cover. Conversely, a really wide hill that is low enough for every model to see over will cover a lot of the table percentage-wise, but won't add much in the way of tactical options. You'll find that your games will be more fun when your table features a wide variety of different terrain sizes and types, large and small obstacles, plus both standard and low area terrain.

We also recommend that the amount of impassable and dangerous ground be kept to a minimum. Maelstrom's Edge shines when units are able to maneuver from cover to cover, and making it overly hard for them to do so will really bog your games down.

PROXY AREA TERRAIN

If you find that you don't have enough terrain to cover 30-50% of the table, or if your terrain collection contains mostly obstacles, an easy way to quickly rectify this problem (so you can keep playing fun games while building up your terrain collection) is through the use of *proxy area terrain*. Proxy area terrain simply means cutting out a random shape from colored paper or cloth and treating it as though it were standard area terrain like a forest or ruins, even though there are no actual terrain elements mounted on it. Always assume that proxy area terrain is infinitely tall and can therefore never be seen over no matter how high up the firing unit might be.

ADVANCED TERRAIN RULES

ADVANCED OBSTACLES

The standard rules for obstacles assume that a unit which is both taking cover and touching an obstacle gets the benefit of protection from that obstacle, even when it physically isn't between them and the enemy shooters. This is because the rules abstractly assume that when a unit is taking cover, the individual models in that unit will quickly hop behind the nearby obstacle to protect themselves from the incoming fire, regardless of which direction the threat is coming from. However, if this level of abstraction bothers both you and your opponent, then you can agree to use this advanced obstacle rule.

During a round of shooting, from the perspective of the firing unit's squad leader, if no portion of an obstacle obscures a model in the target unit (including its base), then the model does not count as touching that obstacle until the end of the round of shooting.

ADVANCED AREA TERRAIN

The standard rules for area terrain assume that line of sight can never be drawn through or over them, essentially creating an abstracted cylinder that blocks line of sight that is infinitely tall, regardless of how high above the area terrain the shooting unit is or how far behind the area terrain the target is located. If both you and your opponent dislike this level of abstraction, you may agree to use these advanced area terrain line of sight rules.

With advanced area terrain, **line of sight is only blocked through the individual elements mounted on an area terrain feature**, as illustrated below.



Area terrain with only a single element on it blocks line of sight like an obstacle, so the model in the image to the left can be spotted over the base of the ruins.



Area terrain only blocks line of sight between the individual elements mounted on it, so the model to the right of the trees can be spotted over the terrain's base, while the model between the trees cannot.

Note that when using advanced area terrain rules, the exact placement of each element on an area terrain feature becomes incredibly important. Therefore, if an individual element on an area terrain feature needs to be temporarily moved aside to make space for a model to move, you must remember to put that element back in the exact same position.



ADVANCED TERRAIN PLACEMENT

The main rules recommend you just mutually agree with your opponent how terrain should be set up. We believe this strikes the best balance of creating a table where the terrain placement feels both a little random (like real life) while not being too imbalanced or boring. However, if you prefer a little more structure for your terrain placement, use the following system instead.

ALTERNATING TERRAIN PLACEMENT

1. Separate terrain features
2. Place initial feature
3. Alternate placing features



Collecting your terrain together in the corner of the table is a handy way to figure out how much of the table surface it will cover once it is set up.

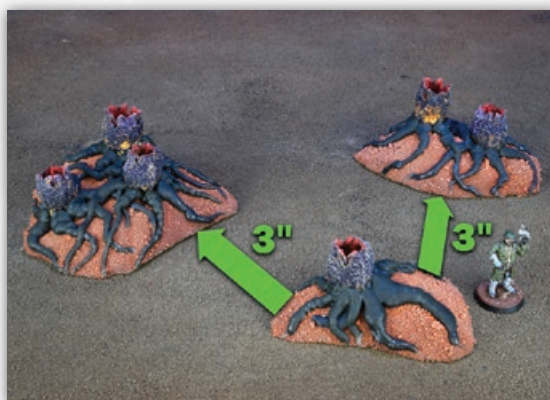
1. SEPARATE TERRAIN FEATURES

You must first decide how many, and which, terrain features you will be using for the game. This should be enough to cover roughly 30-50% of the table surface as described previously.

Once you have selected the terrain to be used, set it all off to the side of the table.

TERRAIN GROUPING

If you have several similar small terrain features, like a bunch of low walls or rocky outcrops, you can agree to clump 2-5 of them together as a single terrain grouping, which then counts as a single terrain feature, though **only** for the purposes of placement. Each feature in the grouping must be placed within 3" of another feature from the same grouping, making a continuous, unbroken chain. Using terrain grouping both helps to speed up the process of placing terrain, and also makes the terrain look more natural on the table.



2. PLACE INITIAL TERRAIN FEATURE

You must decide which of your terrain features blocks the most line of sight without being impassable. This will be the initial terrain feature, and it is placed dead center in the middle of the table.

If playing a narrative mission that uses a special terrain feature which must also be placed in the center of the table, then this is used as the initial terrain feature instead.



The first terrain piece placed on the table.

3. ALTERNATE PLACING FEATURES

Roll-off against your opponent. If you win the roll-off, choose and place one terrain feature wholly on the table. A terrain feature **must be placed within 6-10" of one other terrain feature** already on the table, whilst also **not within 5" of any of any other terrain feature** already on the table. Your opponent and you then alternate placing features in this manner until it is no longer possible to place a feature more than 5" away from all other features. From that point on, the remaining features must be placed in one of two ways:

Reduce the 5" restriction, but only by the minimum amount necessary to place the terrain feature. Terrain features placed this way may never touch/overlap other features.

Alternatively, a feature can be placed on top of a larger terrain feature that has already been placed, provided it will fit entirely on the larger feature and it is agreed that it makes logical sense to do so. For example, it would make logical sense for a smaller hill or forest to be placed on top of a larger hill, but not for a forest to be placed on top of a building.

Any features that cannot be placed, even using these secondary options, are discarded and not used for the game. Once all the features have either been successfully placed or discarded, terrain set up is complete!



RULES FINDER

Entries in *italics* are found in the Appendix, which includes optional or advanced rules.

A

Ability Value - 33
Abduction - 45
Action - 28
Action Phase - 8
Activation - 28
Add-On Model - 41
Additional Unit - 41
Advanced Area Terrain - 243
Advanced Obstacles - 243
Advanced Terrain Placement - 244
Advanced Terrain Rules - 243
Aim - 28
Alpha Strike - 48
Alternating Terrain Placement - 244
Ambush - 56
Apply Hits - 19
Anvil Unit - 40
AoE (Area of Effect) - 27
Area Terrain - 22, 243
Armor Roll - 18
Artillery Bombardment - 56
Ascendancy - 44
Assassination - 48
Attack Damage - 19
Attacker - 42, 46, 52
Automated Uplink Relay - 98, 99
AV (Armor Value Characteristic) - 15, 18
AV Dice Flips - 18

B

Beachhead - 98
Behemoth - 34
Bike - 32
Blocked Hit - 18
Bot Mastery - 98
Bloodbath - 44
Breakthrough - 49
Broad Front - 46
Building - 22, 27

C

Cache Resupply - 135
Casualty - 19
Character - 33
Characteristics - 15
Charge - 28
Charge Action Clarifications - 240
Choose Deployment Zones - 46
Coherency - 13
Command (Ability) - 33
Command Phase - 8
Command Point - 43
Command Point Pool - 43
Command Unit - 40
Competitive Mission - 38, 44
Consolidation - 30
Control Objective - 50
Controlling Objective Markers - 47
Converted Model - 241

Core Unit - 40
Cover Value - 18, 26
CP (Command Point) - 43
CQ Fighting - 9, 30
CQ Fighting Results - 30
CQ WP Test - 30
CQA (Close Quarters Attacks Characteristic) - 15
Crazed Maniacs - 169
Critical Armor Block - 18
Critical Hit - 17
Critical Result - 17
Crushing Victory/Defeat - 53, 55
Cybel Refineries - 50

D

D3 - 11
D6 - 11
DAM (Damage Characteristic) - 19, 36
Damaged - 15
Dangerous Ground - 23
Dash - 28
Dawn - 56
Decimation - 48
Defend the Artifact - 51
Defender - 42, 46, 52
Defensive Fire - 31
Delayed Objectives - 50
Demolition - 51
Deploy Forces - 52
Deployment Type - 46
Deployment Zone - 46
Designator - 33
Destroyed - 19
Destructible Objective Marker - 52
Detachment - 40
Dice - 11
Dice Flips - 17
Dice Roll Modifier - 13
Direct Damage - 19
DNA Harvest - 250
Do or Die - 45
Domination - 49
Draw - 53, 55
Dug-In - 56
Dusk - 56
Dynamic Move - 24

E

End of the Game - 53
End Phase - 8
Enemy Surrounded - 56
Energized Namites - 250
Entering/Exiting a Building - 27
Entering/Exiting a Transport - 35
Epic Hero - 199
Escalation - 57
EVS (Evasion Characteristic) - 15, 17
Excavation - 50
Extinguish - 28

F

Face/Facing - 11, 12
Face-Off - 46
Faction - 40
Faction Objective - 47
Favor of the Crowd - 199
Fear of the Unknown - 135
Fire - 29
Firing Wildly - 17
First Contact - 135
Flanking Maneuver - 43
Flanking Table Edge - 46
Flat Obstacle - 26
FOR (Fortitude Characteristic) - 15, 19
Force Commander - 47
Force Roster - 40
Forward Base - 98
Forward Unto Victory - 44
Frag Grenade - 37
Free Action - 28
Front Arc - 11, 12

G

Game Length (Special Rule) - 56
Grenade - 37
Groundfall - 44

H

Hammer Unit - 40
Heal Injury - 19
Heavy - 37
Hit - 17
Hit & Run - 37
Hit Roll - 17

I

Impassable Ground - 22
In Contact - 12
In Contact With the Enemy - 30
Into the Fire - 49
Infantry - 32
Injury - 19
Into the Fire - 49

J

Join A Unit (Character) - 33

K

Kill Objective - 48
King of the Hill - 49

L

Large Building - 27
Large Model - 34
LB (Large Blast) - 37
Lightning Strike - 56
Line of Sight - 16, 25
Long Flank - 46

Long March - 46
Long Range - 16
Low Area Terrain - 25
Low Visibility - 56

M

Malite Meteorites - 50
Martyr to the Cause - 135
Master of Machines - 98
Measuring Distance - 12
Meat Grinder - 48
Melee Shots Characteristic - 30
Melee Weapon - 30
Mission (Mission Card) - 42
Mission Objective - 48
Model - 11
Model Profile - 15
Model Sizes - 11
Model Type - 15, 32
Modeling Guidelines - 241
Modifier (Dice Roll) - 13
Modifier (SKL) - 17
Moral High Ground - 169
Move (Action) - 28
Movement Action - 28
Moving a Unit - 13
Moving a Vehicle - 35
Moving Through Terrain - 24
Multi-Dice Roll - 11
Multi-Unit Selection - 41
MV (Move Characteristic) - 15, 28

N

Narrative Game - 54
Narrative Mission - 57
Narrative Mission Special Rules - 56
Natural Roll - 13
Night - 56
Night Raid - 57
No Deployment - 56
No Reinforcements - 56
No Reserves - 56
No-Man's Land - 46
Non-Priority Player - 8
Now You Don't - 169
Now You See Me - 169

O

Objective Marker - 47
Objective Marker Placement - 47
Obstacle - 22, 243
On the Move - 28
Open Ground - 23
Open Transport - 35
Order - 33
Outflank - 46

P

PEN (Penetration Characteristic) - 18, 36
Perfect Strike - 17
Pincer - 46
Pistol - 37
Place Objectives - 47
Plant the Flag - 50
Point Limit - 39
Points - 39
Priority Player - 8

Propaganda - 169
Proxy Area Terrain - 242
Purple Gold - 44

Q

Quality of Victory/Defeat - 53

R

Random Deployment - 46
Range - 16
Re-Roll - 14
Reactor Detonation - 135
Rear Arc - 11, 12
Rear Arc Penalties - 18
Recovery - 31
Regroup - 31
Reinforcement - 43
Reinforcement Bidding War - 43
Repair Artifact - 51
Reserve - 43
Reserve Table Edge - 46
Retire Unit - 43
Retreat - 30
RNG (Range Characteristic) - 16, 36
Road to Valhalla - 169
Roll for Priority - 8
Roll-Off - 13
Roll-Off for Attacker/Defender - 42
Rounding Up - 11

S

SB (Small Blast) - 37
Secondary CQ Weapon - 30
Secret Cache - 135
Select Your Force - 39
Selecting a Narrative Force - 54
Separate Terrain Features - 244
Set Up Table - 42
SH (Superheavy) - 37
Shake-Off - 31
SHO (Shots Characteristic) - 16, 36
Shooting - 16
Shooting Action - 29
Short Range - 16
SKL (Skill Characteristic) - 15, 17
SKL Dice Flip - 17
Sneak Attack - 56
Solo - 33
Special Defense - 18
Split Research - 45
Squad Leader - 11
SR (Short Ranged) - 37
Standard Dice - 11
Standard Mission Rules - 43
Standard Model - 11
Standard Range - 16
Standard-Sized Model - 11
Standard Victory/Defeat - 53, 55
Start the Game - 52
Status Action - 28
Strike and Hold - 45
Suggested Cover Values - 26
SUP (Suppression Characteristic) - 29, 36
Superior Numbers - 56
Supply Caches - 51
Supply Run - 45
Suppression - 14, 17, 18, 19

Suppression Test - 29
Suppressive Fire - 29
Surgical Strike - 45
Swarm - 32

T

Table Edge - 46
Tabletop (Table) - 23
Take Cover - 18, 26, 18
Target - 16
Target Objective - 51
Terrain - 22, 25, 42, 242
Territories - 51
The Great Hunt - 199
The Last Stand - 57
Time of Day - 56
Transport - 35
Turn - 8
Types of Units - 40

U

Unarmed - 30
Unit - 11
Unit Activation - 28
Unit Arcs - 12
Unit Coherency - 13
Unit Entry - 39
Unit Options - 40, 241
Unit Type - 40

V

Valid Position - 22
Vanguard Unit - 70
Valid Target - 16
Vehicle - 34, 35
Victory Point - 53
Victory Total - 53
VIPs - 51
VP (Victory Point) - 53

W

Wave of Flesh - 251
Weapon Profile - 36
Weapon Type - 36, 37
Wide Open Shot - 17
Wild Fire - 17
Worth More Than Your Head - 44
WP (Willpower Characteristic) - 15
WP Test - 15, 30

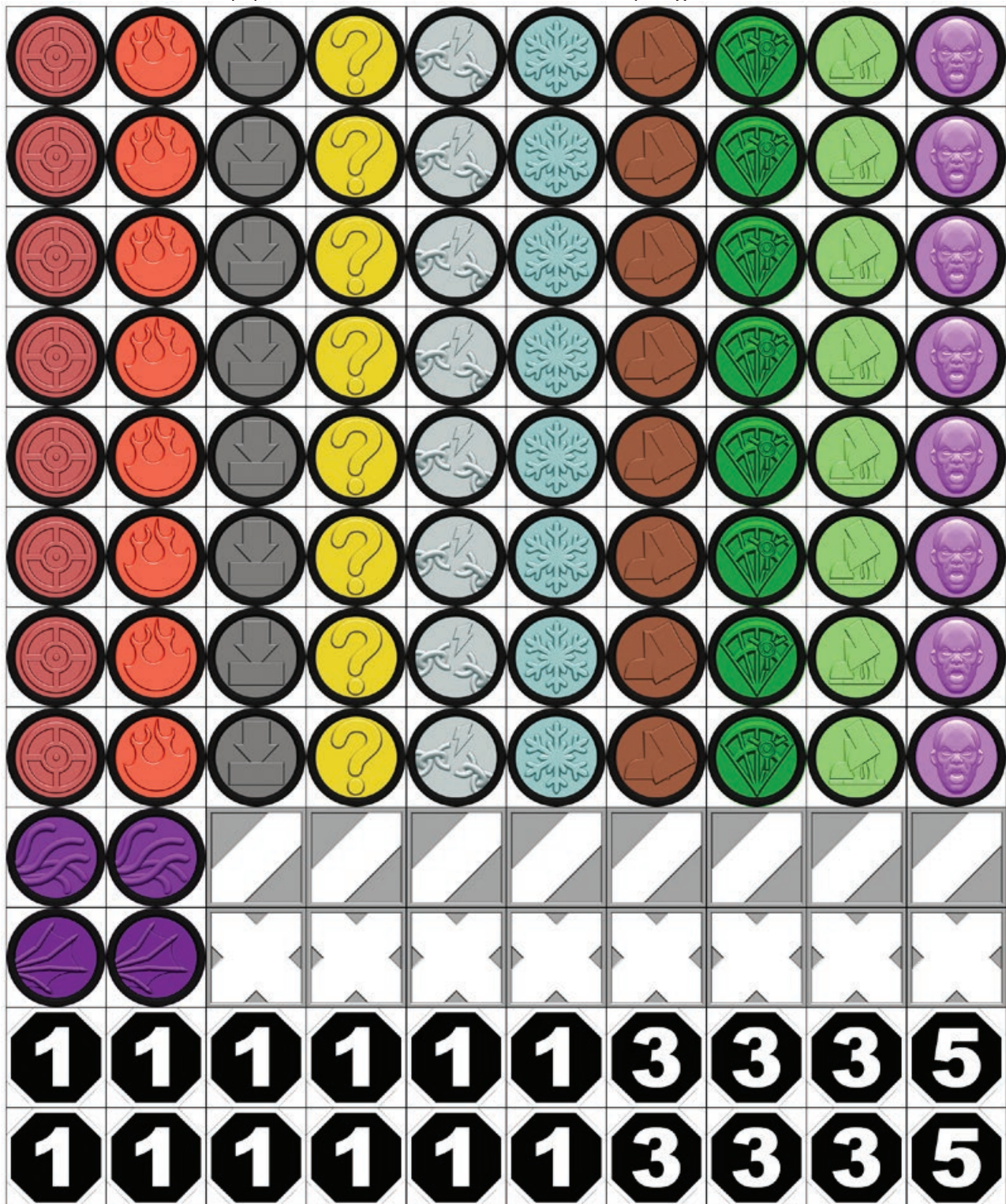
Z

Zone Objective - 49



PRINTABLE TOKENS

Print these tokens onto paper or thin card and cut them out to use in your games.



AIM



BURN



CONFUSION



COVER



DISRUPTION



FROZEN



ON THE MOVE



PAINTED



SLOWED



ZEALOT



ANGEL WINGED FORM



ANGEL SLASHER FORM



COMMAND POINTS - 1



COMMAND POINTS - 3



COMMAND POINTS - 5



STAT BUFF



STAT DEBUFF



BLOODBATH

DEPLOYMENT: Random

Hold a prized position and wear the enemy down.

OBJECTIVES:

PRIMARY: King of the Hill (5)

King of the Hill zone:
12" radius from the table center.

SECONDARY: Meat Grinder (3)

Victory Total: 20 VPs

© 2024 Spiral Arm Studios Ltd



FORWARD UNTO VICTORY

DEPLOYMENT: Random

Reach a strategic location and destroy the enemy's prize.

OBJECTIVES:

PRIMARY: Breakthrough (5)

Breakthrough zone:
Your opponent's deployment zone.

SECONDARY: Demolition (4)

Victory Total: 24 VPs

© 2024 Spiral Arm Studios Ltd



GROUNDFALL

DEPLOYMENT: Random

Strike quickly and verify critical locations.

OBJECTIVES:

PRIMARY: Alpha Strike (5)

SECONDARY: Territories (1)

6 Territory Markers

Victory Total: 20 VPs

© 2024 Spiral Arm Studios Ltd



PURPLE GOLD

DEPLOYMENT: Random

Control Cybel Refineries and cripple the enemy force.

OBJECTIVES:

PRIMARY: Cybel Refineries (4)

4 Refinery Markers

SECONDARY: Decimation (4)

Victory Total: 30 VPs

© 2024 Spiral Arm Studios Ltd



ASCENDANCY

DEPLOYMENT: Random

Dominate the battlefield and capture reluctant individuals.

OBJECTIVES:

PRIMARY: Domination (4)

SECONDARY: VIPs (1)

6 VIP Markers

Victory Total: 26 VPs

© 2024 Spiral Arm Studios Ltd



WORTH MORE THAN YOUR HEAD

DEPLOYMENT: Random

Kill the enemy commander and investigate valuable sites.

OBJECTIVES:

PRIMARY: Assassination (6)

SECONDARY: Excavation (2)

4 Dig Site Markers

Victory Total: 28 VPs

© 2024 Spiral Arm Studios Ltd



DO OR DIE

DEPLOYMENT: Random

Hold a contested area and mark tactically valuable positions.

OBJECTIVES:

PRIMARY: Into the Fire (5)

Fire zone:
12" radius from the table center.

SECONDARY: Plant the Flag (2)

6 Flag Markers

Victory Total: 18 VPs

© 2024 Spiral Arm Studios Ltd



SPLIT RESEARCH

DEPLOYMENT: Random

Protect a valuable relic and hold a prized position.

OBJECTIVES:

PRIMARY: Defend the Artifact (5)

4 Artifact Marker (per player)

SECONDARY: King of the Hill (3)

King of the Hill zone:
12" radius from the table center.

Victory Total: 20 VPs

© 2024 Spiral Arm Studios Ltd



STRIKE AND HOLD

DEPLOYMENT: Random

Wear the enemy down and await further orders.

OBJECTIVES:

PRIMARY: Meat Grinder (5)

SECONDARY: Delayed Objectives (3)

4 Delayed Objective Markers

Victory Total: 20 VPs

© 2024 Spiral Arm Studios Ltd





SUPPLY RUN

DEPLOYMENT: Random

Confiscate supply caches and dominate the battlefield.

OBJECTIVES:

PRIMARY: Supply Caches (3)
6 Supply Cache Markers

SECONDARY: Domination (2)

Victory Total: 20 VPs

© 2024 Spiral Arm Studios Ltd



THE LAST STAND

DEPLOYMENT: Face-off

Smash into enemy territory and utterly crush them.

OBJECTIVES:

PRIMARY: Decimation (8)

SECONDARY: King of the Hill (4)
King of the Hill zone:
12" radius from enemy artifact.

SPECIAL: Artillery Bombardment
Enemy Surrounded
Superior Numbers

Victory Total: 28 VPs

© 2024 Spiral Arm Studios Ltd



THE LAST STAND

DEPLOYMENT: Face-off

With your dying breath, make them pay for every inch.

OBJECTIVES:

PRIMARY: Defend the Artifact (4)
1 Artifact Marker

SECONDARY: King of the Hill (3)
King of the Hill zone:
12" radius from your artifact.

SPECIAL: Dug-in,
No Reinforcements.

Victory Total: 30 VPs

© 2024 Spiral Arm Studios Ltd



SURGICAL STRIKE

DEPLOYMENT: Random

Strike quickly and kill the enemy commander.

OBJECTIVES:

PRIMARY: Alpha Strike (5)

SECONDARY: Assassination (4)

Victory Total: 24 VPs

© 2024 Spiral Arm Studios Ltd



NIGHT RAID

DEPLOYMENT: Face-off

Sneak into enemy territory and destroy their depot.

OBJECTIVES:

PRIMARY: Demolition (8)
1 Demo Target Marker

SECONDARY: Alpha Strike (4)

SPECIAL: Enemy Surrounded
Sneak Attack
Time of Day (Night)

Victory Total: 32 VPs

© 2024 Spiral Arm Studios Ltd



NIGHT RAID

DEPLOYMENT: Face-off

Clear the area and break the enemy chain of command.

OBJECTIVES:

PRIMARY: Domination (3)

SECONDARY: Assassination (8)

SPECIAL: No Reserves
Time of Day (Night)

Victory Total: 30 VPs

© 2024 Spiral Arm Studios Ltd



ABDUCTION

DEPLOYMENT: Random

Capture reluctant individuals and reach a strategic location.

OBJECTIVES:

PRIMARY: VIPs (3)
6 VIP Markers

SECONDARY: Breakthrough (3)
Breakthrough zone:
Your opponent's deployment zone.

Victory Total: 28 VPs

© 2024 Spiral Arm Studios Ltd



ESCALATION

DEPLOYMENT: Face-off

Hastily attack a surprised enemy while awaiting orders.

OBJECTIVES:

PRIMARY: Delayed Objectives (4)
4 Delayed Objective Markers

SECONDARY: Alpha Strike (3)

SPECIAL: No Deployment
Game Length (6)
Time of Day (Dawn).

Victory Total: 24 VPs

© 2024 Spiral Arm Studios Ltd



ESCALATION

DEPLOYMENT: Face-off

Hastily attack a surprised enemy while awaiting orders.

OBJECTIVES:

PRIMARY: Delayed Objectives (4)
4 Delayed Objective Markers

SECONDARY: Alpha Strike (3)

SPECIAL: No Deployment
Game Length (6)
Time of Day (Dawn).

Victory Total: 24 VPs

© 2024 Spiral Arm Studios Ltd



THIS PAGE INTENTIONALLY BLANK

The Maelstrom, a massive energy wave of unknown origin that obliterates all matter it encounters, erupted from humanity's capital worlds a millennium ago. Chaos now engulfs civilized space as star systems are inexorably consumed by the slowly expanding storm. While common citizens desperately look for ways to escape it, powerful factions throughout the Spiral Arm turn their attention to the systems along the conflagration's edge. These worlds are filled with precious resources soon to be lost forever, and opportunists take advantage of the turmoil to claim these riches. Deadly conflict escalates as all sides vie for ultimate supremacy of the Spiral Arm.

Do you have what it takes not just to endure, but to thrive in the turbulent universe of the Maelstrom's Edge?



BATTLES ON THE EDGE

Maelstrom's Edge is a squad-based 28mm tabletop wargame for two opposing sides that brings to life the frantic skirmishes and tense battles of the Edge.

MANAGEABLE FORCES

Easy to collect, paint and play: most forces are around 30 to 40 models for standard sized games, with units composed of 1 to 6 models.

ALTERNATING ACTIVATION

Each turn, you alternate activating units with your opponent. This reduces downtime and ensures you remain part of the action at all times.

INNOVATIVE DICE MECHANICS

Never get bored rolling dice again! A unique 'dice flip' mechanic helps mitigate bad luck and adds an extra layer of control to your tactical decisions.

SUPPRESSION

Wounding the enemy isn't your only avenue to success. Suppression can also be used to make enemy units less effective and eventually destroy them.

COMMAND ABILITIES

Command Points generated each turn allow you to lower suppression, trigger special abilities and even bring back destroyed units as fresh reinforcements.



POSITIONING MATTERS

If you outflank an enemy unit, they're in trouble as their protection from armor and cover is reduced.

REAL-TIME SCORING

At the end of each turn you accumulate victory points for achieving mission objectives. Outpace your foe by a wide enough margin and you can end the game immediately!

CHOOSE YOUR ALLEGIANCE

Along with fiction detailing the state of the galaxy on the Maelstrom's Edge, this book contains full rules for the five factions in our ever expanding miniatures range:

- **Epirian Foundation:** Corporate security forces equipped with a wide array of powerful robotic drones and warmechs.
- **Karist Enclave:** Secretive zealots who worship the Maelstrom and have enslaved a race of mysterious alien Angels to do their bidding.
- **Artarian Remnant:** Elite exosuit-clad gladiators launching raids from their vast world ships.
- **Kaigus Pact:** Post-human masters of bioengineering overwhelming foes with hordes of scuttling creatures.
- **The Broken:** Refugees, revolutionaries, mercenaries and aliens displaced by the Maelstrom and fighting for their survival.



You can find the full range of highly detailed 28mm Maelstrom's Edge miniatures at the webstore:
www.maelstromsedge.com