These trial rules are an unofficial addition to the game rules found in the Maelstrom's Edge rulebook, intended to allow people to try them out before the game's second edition is released. You can find the Maelstrom's Edge starter set and miniature range, or download a free digital copy of the rulebook at the Maelstrom's Edge website: www.maelstromsedge.com.

Included in this document are also some unofficial rules cards for Epirian, Karist and Broken transport vehicles, to give you something to use these rules with!

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

Transports follow the same rules for buildings found in the Maelstrom's Edge rulebook, allowing units to enter/exit them, with the following exceptions:

 • Transports do not have a mass capacity. Instead, they may hold a single unit comprised of any number of standard-sized infantry models.
 • The entire transport model is treated as an access port.
 • Transports do not have firing ports.
 • Transports do not have parapets.

ENTERING/EXITING A TRANSPORT
A unit entering or exiting a transport that is on the move gains D3 STs. If a transport has already moved this turn, a unit inside may not use the Charge or Dash main actions to exit it.
Before removing a transport as a casualty, a unit inside must exit it first: place the unit's squad leader on the table touching the transport and the rest of the unit within coherency. The exiting unit suffers D3 injuries and also gains an additional D3 STs. Only then is the transport model removed. If a unit inside is unable to exit the transport in this case (such as when there are enemy models within 3"), then the entire unit inside is also removed as casualties.

UNITS INSIDE A TRANSPORT
Units inside a transport may not shoot or be targeted by enemy shooting, even with attacks that do not require line of sight.
When activating a unit inside a transport, choose one of the following:

 • The unit is leaving the transport with its main action. In this case, take an activation discipline check for the unit and proceed with its main action as normal.
 • The unit is not leaving the transport with its main action. In this case, no activation discipline check is taken, and no main action is performed. Instead, the unit just shakes-off up to 3D3 STs and its activation for the turn is complete.
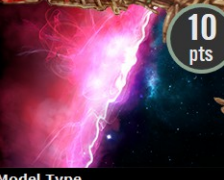
OPEN TRANSPORTS
If a model has the OPEN TRANSPORT designator, these additional rules apply:

 • A unit inside an open transport always activates normally: take an activation discipline check, choose main action, etc.
 • A unit inside an open transport may shoot and be targeted by enemy shooting, with the entire transport treated as a firing port.
 • Shooting from a unit inside an open transport is always wild fire.
 • A unit targeted inside an open transport is treated as taking cover in terrain with a cover value of 2.

Broken Raider

10 pts

A light transport vehicle built from scavenged spare parts and old wreckage.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Raider	10	3	2	3/2	4	2	3	Vehicle (Open Transport)
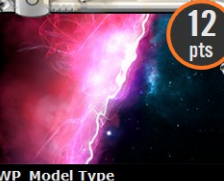
UNIT SIZE: 1 Raider.
EQUIPMENT: AUTO SLUGGER.
ABILITIES: None.

UNIT OPTIONS

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- May replace **AUTO SLUGGER** with:
  - **CHEM LAUNCHER**: +0 pts.
  - **LONGBEAM RIFLE**: +1 pt.
  - **QUAD EMP MORTAR**: +5 pts.
- May be equipped with up to 2 **EMP HARPOON**: +1 pt each.

Multi-Unit Selection: Up to 3 separate Broken Raider units may be taken as a single ⬤ selection.

63.1019

Contractor Truck

12 pts

A light transport vehicle crewed by a Contractor with a drone-controlled weapon system.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Contractor Truck	9	2	3	4/3	4	1	2	Vehicle (Open Transport)
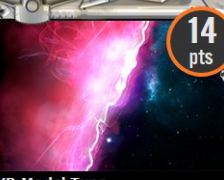
UNIT SIZE: 1 Contractor Truck.
EQUIPMENT: 2 LINKED CLUSTER MISSILE PODS.
ABILITIES: None.

UNIT OPTIONS

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- May replace **2 LINKED CLUSTER MISSILE PODS** with:
  - **2 LINKED CUTTER LIGHT MACHINE GUNS**: +0 pts.
  - **MAGLOCK RAILRIFLE**: +0 pts.

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SecDef ATV16 "Ironhide" Transport

14 pts

An armoured, all-purpose transport favoured by the SecDef for rapid, secured deployment.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Ironhide Transport	8	2	4	5/4	5	2	3	Vehicle (SecDef, Transport)
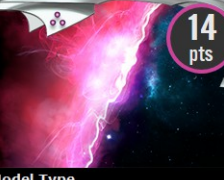
UNIT SIZE: 1 Ironhide Transport.
EQUIPMENT: 2 LINKED ARALDYNE CF13 CLINGFIRE SPRAYERS.
ABILITIES: None.

UNIT OPTIONS

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- May replace **2 LINKED ARALDYNE CF13 CLINGFIRE SPRAYERS** with:
  - **2 LINKED ARALDYNE CG100 CHAINGUNS**: +2 pts.
  - **2 LINKED ARALDYNE LM14 MACHINE GUNS**: +1 pt.
- May be equipped with **2 LINKED CLUSTER MISSILE PODS**: +1 pt or **2 LINKED STRIKE MISSILE PODS**: +1 pt.

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Raptor Assault Skimmer

14 pts

Fast-moving Raptors are used to drop Karist forces directly into combat zones.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Raptor	8	3	4	4/3	4	2	3	Vehicle (Hover, Transport)

UNIT SIZE: 1 Raptor.
EQUIPMENT: CORIOLIS ENERGY LAUNCHER.
ABILITIES: AERIAL INSERTION.

UNIT OPTIONS

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- May replace **CORIOLIS ENERGY LAUNCHER** with:
  - **CYBEL LANCE**: +1 pt.
  - **RAVAGER PULSE CANNON**: +0 pts.
- May be equipped with up to 2 **RIPPER HEAVY GRENADE LAUNCHER**: +3 pts each.

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