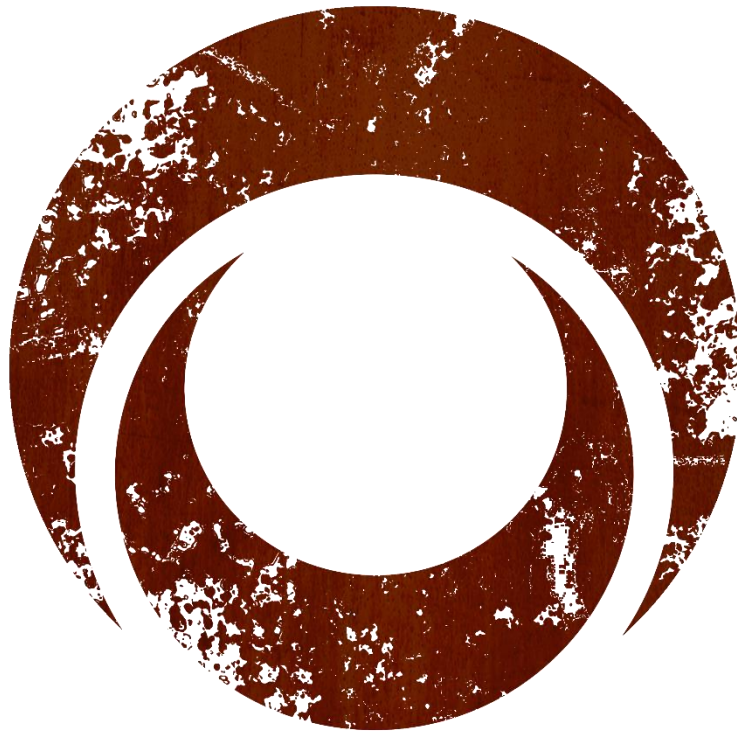


MAELSTROM'S EDGE
V2 BETA FACTION FORCE LISTS
The Broken



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

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

www.dakkadakka.com

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THE BROKEN

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. This unit's shooting is automatically wild during the same activation it arrives via Out of the Shadows. 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 is not within 12" of any enemy, is taking cover and that 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, remove it from the table and place it into reserve. A unit removed this way maintains its current suppression level.

DESIGNATORS

FORSAKEN, JACKAL & SARA

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

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

UNITS

<u>FORSAKEN CHIEFTAIN</u>	2
<u>SARA REVOLUTIONARY CAPTAIN</u>	3
<u>BROKEN RABBLE</u>	4
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FORSAKEN CHIEFTAIN

POINTS: 8

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



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.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Beam Blastgun	18"	1	4	1	5+	Short Ranged	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

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 Extensive Cybernetics: +2 pts.
- This detachment may include the following additional units:



1-4



0-2



0-2



0-2

ABILITY AND EQUIPMENT SUMMARY

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

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

EXTENSIVE CYBERNETICS: This model has +2 FOR.

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

FRAG GRENADES: See main rulebook for details.

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

MOB MENTALITY: See pg 1 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 be removed from the table via the **SHADOW STRIKE** ability. Friendly units within 18" automatically pass their shadow strike test, though not **JACKAL** and **SARA** units.

SHADOW STRIKE: See pg 1 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, Human



SARA REVOLUTIONARY CAPTAIN

POINTS: 8

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



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

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Beam Blastgun	18"	1	4	1	5+	Short Ranged	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

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**

ABILITY AND EQUIPMENT SUMMARY

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

FRAG GRENADES: See main rulebook for details.

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

GUERRILLA CAPTAIN: Each turn, up to 2 friendly units that activate within 18" of this model can be given the **GUERRILLA** ability for the remainder of the turn. Additional friendly units activating within 18" can be given the **GUERRILLA** ability at the cost of 1 CP per additional unit. **FORSAKEN** and **JACKAL** units cannot benefit from this ability.

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

MOB MENTALITY: See pg 1 for details.

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

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

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

SARA DISCIPLINE: Friendly units within 18" get a +1 modifier when taking a WP test. **FORSAKEN** and **JACKAL** units do not benefit from this ability.

SHADOW STRIKE: See pg 1 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, SARA, Human



BROKEN RABBLE

POINTS: 4

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



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.

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+	Short Ranged	Slowed
Glue Rifle	18"	D3	3	1	2+		Slowed
Longbeam Rifle	30"	1	5	3	5+	Heavy	Armor Piercing, Unstable
Slug Pistol	12"	2	2	1	6+	Pistol	
Slug Rifle	24"	2	2	1	6+		

OPTIONS:

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

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

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

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

EMP (+1): (+1) DAM on inorganic models.

FRAG GRENADES: See main rulebook for details.

MOB MENTALITY: See pg 1 for details.

POISON (+1): (+1) DAM on organic models.

SHADOW STRIKE: See pg 1 for details.

SLOWED: Critical hit - Immediately halve the target's MV & reduce its EVS by -1 (to a minimum of 1). Both effects last until the end of the target's next activation.

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

UNIT DESIGNATORS: Human, Rabble



RABBLE ASSAULT

POINTS: 6

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



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.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Beam Blastgun	18"	1	4	1	5+	Short Ranged	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+	Short Ranged	Slowed
Glue Rifle	18"	D3	3	1	2+		Slowed
Massive Torch	8"	1+D6	3	1	2+	Short Ranged	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+	Short Ranged	Burn (1), Dispersed Fire

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.

ABILITY AND 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.

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

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

EMP (+1): (+1) DAM on inorganic models.

FRAG GRENADES: See main rulebook for details.

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

MOB MENTALITY: See pg 1 for details.

PLACED CHARGE: Large model targets only.

POISON (+1): (+1) DAM on organic models.

SHADOW STRIKE: See pg 1 for details.

SLOWED: Critical hit - Immediately halve the target's MV & reduce its EVS by -1 (to a minimum of 1). Both effects last until the end of the target's next activation.

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

UNIT DESIGNATORS: Human, Rabble



RABBLE FIRE SUPPORT

POINTS: 4

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



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

UNIT SIZE: 3 Broken Rabble, 1 Rabble Boss.

EQUIPMENT: Slug Rifle.

ABILITIES: Mob Mentality, Shadow Strike.

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+		

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.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

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

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

EMP (+1): (+1) DAM on inorganic models.

FRAG GRENADES: See main rulebook for details.

MOB MENTALITY: See pg 1 for details.

POISON (+1): (+1) DAM on organic models.

SHADOW STRIKE: See pg 1 for details.

SLOWED: Critical hit - Immediately halve the target's MV & reduce its EVS by -1 (to a minimum of 1). Both effects last until the end of the target's next activation.

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

UNIT DESIGNATORS: Human, Rabble



BROKEN SNIPER

POINTS: 7

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



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

UNIT SIZE: 1 Broken Sniper.

EQUIPMENT: Camo Cloak, Custom Sniper Rifle.

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

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

OPTIONS:

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

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 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 (+3): (+3) DAM on inorganic models.

FIELD DISRUPTION: Critical hit - the target immediately may not utilize any **FIELD** ability it has for the remainder of the turn.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

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

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

POISON (+1): (+1) DAM on organic models.

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

SHADOW STALKER: This unit has the **SHADOW STRIKE** ability (see pg 1 for details), and may always utilize **SHADOW STRIKE** without counting against the normal limitation of how many units are allowed to arrive/leave via **SHADOW STRIKE** each turn.

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

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

UNIT DESIGNATORS: Human, SARA, Solo



SIG JAMMER

POINTS: 6

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



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.

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

OPTIONS:

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

ABILITY AND 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 **SUPPORT MISSION** ability and cannot have any orders issued to it.

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

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

SHADOW STRIKE: See pg 1 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 short ranged and CQ Fighting attacks.

UNIT DESIGNATORS: Forsaken, Human, Solo



GNOLTI
POINTS: 12

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



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

UNIT SIZE: 1 Gnolti.

EQUIPMENT: 2 Gnolti Fists.

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



DAMAGED
<ul style="list-style-type: none"> At FOR 1-4, this model can fire a max of 1 weapon.

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

OPTIONS:

- None.

ABILITY AND EQUIPMENT SUMMARY
<p>FEARLESS: This unit is never forced to retreat and ignores the FEARSOME ability on enemy units.</p> <p>FEARSOME (-1): Enemy units within 8" have a (-1) modifier applied to their WP tests.</p> <p>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.</p>
<p>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.</p> <p>REGENERATION: When this unit performs a Shake-Off, it heals 1 of its injuries. When this unit Regroups, it heals up to D3+1 injuries.</p>
<p>UNIT DESIGNATORS: Solo, Xenos</p>



PA'KU ARTILLERY

POINTS: 12

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Pa'ku	4	3	1	2	2	6	4+	Behemoth

UNIT SIZE: 1 Pa'ku.



EQUIPMENT: Quad EMP Mortar.

ABILITIES: Coordinated Barrage.

DAMAGED

- At FOR 3-4, the Quad EMP Mortar's SHO is '3+LB'.
- At FOR 1-2, the Quad EMP Mortar's SHO is '2+LB'.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Quad EMP Mortar	36"	4+LB	4	1	2+	AoE, Superheavy	Indirect Fire

OPTIONS:

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

ABILITY AND EQUIPMENT SUMMARY

COORDINATED BARRAGE: This unit gains +1 SHO to its weapons during a Fire action, provided it is within 6" of a friendly unit that also has the **COORDINATED BARRAGE** ability and who already shot at the same enemy target this turn.

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

UNIT DESIGNATORS: Solo, Xenos



MARSAYAN HYPNOTIST

POINTS: X

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



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: Hypnotist, Mob Mentality, Shadow Strike.

OPTIONS:

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

ABILITY AND EQUIPMENT SUMMARY

HYPNOTIST: This unit has the **DODGE (3)** ability, which allows it to block up to (3) hits each round of shooting, but only against short ranged and CQ Fighting attacks.

MOB MENTALITY: See pg 1 for details.

SHADOW STRIKE: See pg 1 for details.

UNIT DESIGNATORS: Xenos



HAKOYU GRAND MASTER

POINTS: X

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.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Hakoyu Phase Weapon	CQ	+1	+2	1	-	Melee	Phase

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.

ABILITY AND EQUIPMENT SUMMARY

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

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

MOB MENTALITY: See pg 1 for details.

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

SHADOW STRIKE: See pg 1 for details.

UNIT DESIGNATORS: Xenos

BROKEN FACTION OBJECTIVES

NOW YOU SEE ME

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

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

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

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

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

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 a maximum of 3 VPs per game, after which you may no longer utilize the **PROPAGANDA** ability.

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

Propaganda: Immediately after your opponent finishes their 'Retire Units' portion of the end phase, nominate one enemy organic model on the table with FOR 1. Your opponent must immediately remove **any one** of their organic, FOR 1 models from the table as a casualty, however if they choose **not** to remove the model you nominated, gain 1 VP. If your opponent has no 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.