Forces of the Broken

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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

8 Points

Guiding the survival of their people, Chieftains rely on 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.

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:

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

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

ABILITY & EQUIPMENT SUMMARY

BOOBY TRAPS: *Free action* - expend 2 CPs and select 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: 2.0

SARA Revolutionary Captain — 8 Points

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: 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: 2.0

Broken Rabble

4 Points

Scum, rejects, dregs. 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.

OPTIONS:

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

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Slugger	24"	3	3	1	4+		
Beam Pistol	12"	1	4	2	6+	Pistol	Unstable
Chem Pistol	12"	1	3	1	6+	Pistol	Dispersed Fire, Poison (+1)
Chem Launcher	18"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
EMP Harpoon	24"	1	5	2	5+		Drag Unit, EMP (+1)
Glue Carbine	12"	D3	3	1	2+	SR	Slowed
Glue Rifle	18"	D3	3	1	2+		Slowed
Longbeam Rifle	30"	1	5	3	5+	Heavy	Armor Piercing, Unstable
Slug Pistol	12"	2	2	1	6+	Pistol	
Slug Rifle	24"	2	2	1	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: 2.0

Rabble Assault

6 Points

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

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.

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.

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: 2.0

Rabble Fire Support

4 Points

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

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

UNIT SIZE: 3 Broken Rabble, 1 Rabble Boss.

EQUIPMENT: Slug Rifle.

ABILITIES: Mob Mentality, Shadow Strike.

OPTIONS:

- May add up to 2 more Broken Rabble: +2 pts each.
- Up to 3 Broken Rabble may replace Slug Rifle with:
  - Auto Slugger: +1 pt each.
  - Chem Launcher: +1 pt each.
  - EMP Harpoon: +1 pt each.
  - Glue Rifle: +1 pt each.
  - Longbeam Rifle: +2 pts each.
- Rabble Boss may replace Slug Rifle with any 2:
  - Beam Pistol: +0 pts each.
  - Chem Pistol: +0 pts each.
  - Frag Grenades: +0 pts each.
  - Slug Pistol: +0 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Slugger	24"	3	3	1	4+		
Beam Pistol	12"	1	4	2	6+	Pistol	Unstable
Chem Pistol	12"	1	3	1	6+	Pistol	Dispersed Fire, Poison (+1)
Chem Launcher	18"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
EMP Harpoon	24"	1	5	2	5+		Drag Unit, EMP (+1)
Glue Rifle	18"	D3	3	1	2+		Slowed
Longbeam Rifle	30"	1	5	3	5+	Heavy	Armor Piercing, Unstable
Slug Pistol	12"	2	2	1	6+	Pistol	
Slug Rifle	24"	2	2	1	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: 2.0

Broken Sniper

7 Points

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

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

UNIT SIZE: 1 Broken Sniper.

EQUIPMENT: Camo Cloak, Custom Sniper Rifle.

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

OPTIONS:

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

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Custom Sniper Rifle							
- Chem Round	48"	1+SB	3	1	2+	AoE, Heavy	Dispersed Fire, Poison (+1), Sniper, Unstable
- 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: 2.0

Broken Bikers

7 Points

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

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: 2.0

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: 2.0

Skoti Streamweaver

15 Points

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

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: 2.0

Gnolti

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

12 Points

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

UNIT SIZE: 1 Gnolti.

EQUIPMENT: 2 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: 2.0

Pa'ku Artillery

13 Points

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 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: 2.0

Marsayan Hypnotist

X Points

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: 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: 2.0

Hakoyu Grand Master

X Points

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

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

UNIT SIZE: 1 Hakoyu Grand Master.

EQUIPMENT: 2 Hakoyu Phase Weapons.

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

OPTIONS:

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

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

ABILITY & EQUIPMENT SUMMARY

COMBAT BODYGUARD: 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.

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

MOB MENTALITY: See page 155 for details.

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

SHADOW STRIKE: See page 155 for details.

UNIT DESIGNATORS: Organic.

Ver: 2.0

Broken Faction Objectives

Now You See Me

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

This objective may only be 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

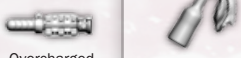
Beam Blastgun

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

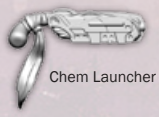
Cluster Grenades

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.

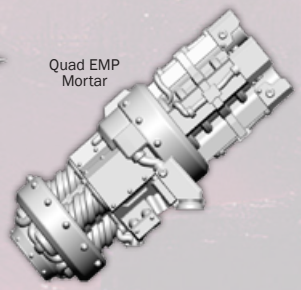
Chem Pistol

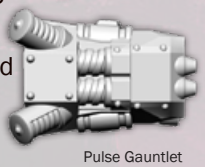

Chem Launcher

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


Quad EMP Mortar


Pulse Gauntlet

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

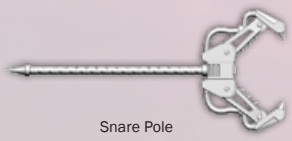
Glue Rifle

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

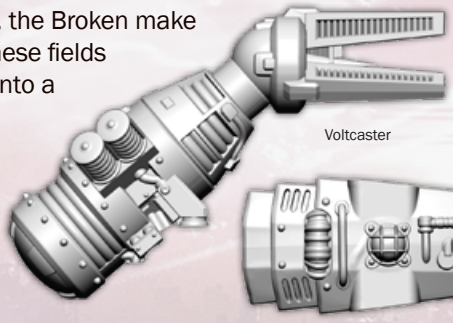
Combustible liquids are easy to find and manufacture, providing the Broken with weaponry even when supplies of more traditional ammunition are running low. While some factions eschew their use on humanitarian grounds, Broken are desperate enough to make use of any and all weapons at their disposal. Though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

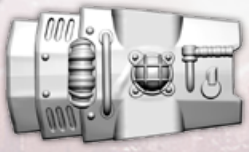
Torch

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)

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)

Broken Sniper — 7 Pts
- Camo Cloak & Custom Sniper Rifle

Broken Sniper — 7 Pts
- Camo Cloak & Custom Sniper Rifle

Rabble Assault — 7 Pts
- 4 x Broken Rabble & Rabble Boss
  - 2 x Beam Blastgun
  - 2 x Torch
  - Beam Pistol & Frag Grenades (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

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)

Marsayan Hypnotist — 2 Pts

Rabble Assault — 4 Pts
- 5 x Broken Rabble & Rabble Boss
  - 5 x Overcharged Powercells & Slug Pistol
  - Beam Pistol & Overcharged Powercells (Rabble Boss)

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.