MAELSTROM'S EDGE

THE BROKEN – UNOFFICIAL UNITS

The units in this document are based on Iain's conversions and kitbashes of various Maelstrom's Edge kits and/or models from other miniatures ranges. You can find the original modeling articles in the Hobby section of the Maelstrom's Edge website. These are not 'official' units, and so you can choose to use these modeling articles as a guide for your own conversions, come up with your own versions, or use any other suitable models you have in your collection. You should check with your opponent before using these rules to make sure they are ok and familiar with them.

Note that these rules are intended as just a fun way to use some of your conversions or non-Maelstrom's Edge models in your games. These units are not a 'canon' part of the Maelstrom's Edge background, nor are these rules an official part of the game, so you should only use them with your opponent's consent.

Any abilities with a name in **GREEN** text are unofficial rules created for this force list. Abilities with **BLACK** names are identical to abilities found in other Maelstrom's Edge factions.

Forces Of The Broken

Version	Unit	Page
2.1	Gnolti Longhorn	2
2.0	Skyboarders	3
2.0	Pa'ku Artillery (Alternate)	4
2.0	Broken Thunderbolt Team	5
2.0	Broken Raider	7
2.1	Gnolti Berserker	8
2.0	Attack Buggy	9
2.0	Jet Pa'ku	10

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Gnolti Longhorn

12 Points

Ancient, wise and massive, Gnolti Longhorns are respected leaders in Broken settlements.

Unofficial Unit

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

UNIT SIZE: 1 Gnolti Longhorn.

EQUIPMENT: 2 Volt Shield Gauntlets.

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

OPTIONS:

- May replace both Volt Shield Gauntlets with:
  - Chem Cannon: +2 pts each.
  - Gatling Cannon: +3 pts each.
- This detachment may include the following additional units:

1-3	0-2	0-1	0-2

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Chem Cannon	36"	2+SB	3	2	3+	AoE, Heavy	Dispersed Fire, Poison (+1)
Gatling Cannon	24"	1+D6	4	2	2+	Heavy	Knockback
Volt Shield Gauntlet	CQ	+1	5	2	-	Melee	Volt Shield (1)

ABILITY & EQUIPMENT SUMMARY

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

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.

FORSAKEN COMMANDER (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 **Forsaken** unit, lower its suppression level by -2, instead of -1.

KNOCKBACK: 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 away from 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 knocked back.

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

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

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.

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, reduce this model's weapon profiles SHO values by -1.

UNIT DESIGNATORS: Forsaken, Organic, Solo. Ver: 2.1

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Skyboarders

5 Points

Adrenaline junkies who crave speed, Skyboarders tear across the battlefield on ramshackle boards cobbled together from spare parts.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Skyboarder	10	4	1	2	1	1	6+	Infantry
Skyboarder Boss	10	4	1	2	1	1	6+	Infantry (Squad Leader)

UNIT SIZE: 2 Skyboarders, 1 Skyboarder Boss.

EQUIPMENT: Frag Grenades, Slug Pistol.

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

OPTIONS:

- May add up to 3 more Skyboarders: +2 pts each.
- Any model may replace Slug Pistol with:
  - Beam Pistol: +0 pts each.
  - Chem Pistol: +0 pts each.
  - Compact Blastgun: +0 pts each.
- Skyboarder Boss may be equipped with a Xenos Helper for: +2 pts.
- Skyboarder 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
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	

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

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

MOB MENTALITY: See Rulebook 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: 2.1

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Pa'ku Artillery (Alternate)

13 Points

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

Unofficial Unit

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:

- May replace Quad Mortar with:
  - Heavy Mortar: +0 pts.
  - Voltcaster: +0 pts.
- If equipped with a Quad Mortar, choose 1 of the following options:
  - EMP Shells: +0 pts.
  - Incendiary Shells: +0 pts.
- If equipped with a Heavy Mortar, choose 1 of the following options:
  - Chem Shells: -1 pt.
  - Glue Shells: -2 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
Heavy Mortar							
- Chem Shells	48"	1+LB	5	1	3+	AoE, SH	Indirect Fire, Poison (+1), Suppressor (3)
- Glue Shells	48"	1+LB	4	1	4+	AoE, SH	Indirect Fire, Slowed, Suppressor (2)
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.

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

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).

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

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.

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

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Broken Thunderbolt Team

13 Points

Stripped of their drone cores and refitted with the art of the local Weaponsmith, looted Thunderbolts serve as makeshift artillery when more custom built options are not available..

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Broken Rabble	7	4	1	2	1	1	6+	Infantry
Broken Thunderbolt	3	2	-	4	1	8	5+	Artillery

UNIT SIZE: 2 Broken Rabble, 1 Broken Thunderbolt.

EQUIPMENT: *Broken Rabble:* Slug Pistol.
Broken Thunderbolt: Radbeam

ABILITIES: *Broken Rabble:* Coordinated Barrage, Mob Mentality.
Broken Thunderbolt: Artillery

OPTIONS:

- Broken Thunderbolt may replace Radbeam with:
  - Gatling Cannon: +0 pts.
  - Heavy Mortar: +0 pts.
- If equipped with a Heavy Mortar, choose 1 of the following options:
  - Chem Shells: -1 pt.
  - Glue Shells: -2 pts..
- Up to 3 separate Broken Thunderbolt Team units may be taken as a single **Anvil** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Gatling Cannon	24"	1+D6	4	2	2+	Heavy	Knockback
Heavy Mortar							
- Chem Shells	48"	1+LB	5	1	3+	AoE, SH	Indirect Fire, Poison (+1), Suppressor (3)
- Glue Shells	48"	1+LB	4	1	4+	AoE, SH	Indirect Fire, Slowed, Suppressor (2)
Radbeam	48"	D6	3	D3	3+	Heavy	Armor Piercing, Dispersed Fire, Unstable

ABILITY & EQUIPMENT SUMMARY

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

ARTILLERY: This model cannot attack by itself. Its weapons are instead fired by a non-artillery model from the same unit in base contact, exactly as if they were shooting their own weapon. Other non-artillery models may assist instead of shooting, with each model adding +1 to the firing model's SKL for that attack. If a unit ever contains only artillery models, immediately remove them as casualties.

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.

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

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.

MOB MENTALITY: See Rulebook page 155 for details.

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

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.

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: *Broken Rabble:* Coordinated Barrage, Mob Mentality.
Broken Thunderbolt: Artillery

Ver: 2.0

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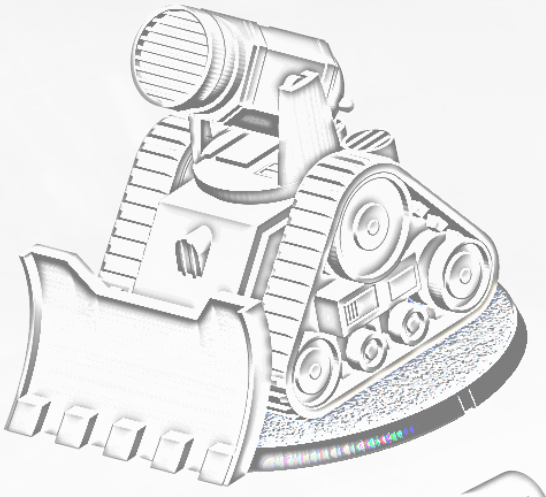
Broken Thunderbolt Artillery

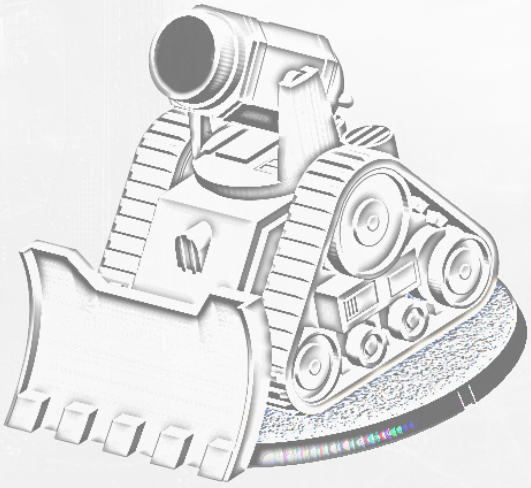
Unofficial Unit

Captured Thunderbolt drones are prized amongst Broken forces for their rugged versatility. Stripped of their original drone cores, Broken Thunderbolts are retrofitted with new weaponry and crewed by quickly-trained volunteers. While the end result lacks the autonomy of the original Epirian construct, these jury-rigged weapons platforms provide valuable fire support when more custom-built options are not available.

Broken Thunderbolt Weapons Options

Radbeam





Heavy Mortar

Gatling Cannon

Modeling a Broken Thunderbolt Team

The Thunderbolt is fielded on a 54mm base. The model shown here is a PDC Gaming Gun Carriage, which is available through the Maelstrom's Edge webstore, but you can use any appropriately-sized, suitable model. Crew are regular Broken Rabble, from the plastic Broken Infantry kit.

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Broken Raider

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

9 Points

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Broken Raider	10	3	1	3	1	5	6+	Vehicle

UNIT SIZE: 1 Broken Raider.

EQUIPMENT: Auto Slugger.

ABILITIES: Mobile, Mission Specialist.

OPTIONS:

- May replace Auto Slugger with:
  - Chem Launcher: +0 pts.
  - Longbeam Rifle: +1 pt.
  - Quad Mortar: +5 pt.
- If equipped with a Quad Mortar, choose 1 of the following options:
  - EMP Shells: +0 pts.
  - Incendiary Shells: +0 pts.
- May be equipped with up to 3 EMP Harpoons: +1 pt each.
- Up to 3 separate Broken Raider units may be taken as a single **Anvil** unit selection.

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

ABILITY & EQUIPMENT SUMMARY

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

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.

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.

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.

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 1-2, reduce this model's MV by 2.

UNIT DESIGNATORS: Inorganic, Open Transport. Ver: 2.0

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Gnolti Berserker

12 Points

Younger, more hotheaded Gnolti are sometimes driven berserk by the stress of battle, turning them into unstoppable juggernauts of rage.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Gnolti Berserker	6	3	2	3	3	12	2+	Behemoth

UNIT SIZE: 1 Gnolti Berserker.

EQUIPMENT: 2 Blade Gauntlets.

ABILITIES: Fearless, Fearsome (-2), Fire Magnet, Linebreaker, Mission Specialist, Rage, Regeneration.

OPTIONS:

- May replace 2 Blade Gauntlets with a Massive Club: +0 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Blade Gauntlet	CQ	+2	4	2	-	Melee	
Massive Club	CQ	+1	5	4	-	Melee	

ABILITY & EQUIPMENT SUMMARY

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.

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.

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.

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.

DAMAGED: At FOR 5-8, increase this model's CQA by +1.
At FOR 1-4, increase this model's CQA by +2.

UNIT DESIGNATORS: Organic, Solo

Ver: 2.1

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Attack Buggy

A fast moving attack vehicle built from scavenged spare parts and old wreckage.

9 Points

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Attack Buggy	10	3	1	3	1	4	6+	Vehicle

UNIT SIZE: 1 Attack Buggy.

EQUIPMENT: EMP Missile Array.

ABILITIES: Mobile, Mission Specialist.

OPTIONS:

- May replace EMP Missile Array with:
  - Auto Slugger: -1 pt.
  - Massive Torch: -1 pt.
- Up to 3 separate Broken Raider units may be taken as a single **Hammer** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Slugger	24"	3	3	1	4+		
EMP Missile Array	48"	3+SB	3	2	3+	AoE, Heavy	EMP (+1)
Massive Torch	8"	1+D6	3	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.

EMP (+1): (+1) DAM on **Armored** and **Inorganic** models.

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.

DAMAGED: At FOR 1-2, reduce this model's MV by 4.

UNIT DESIGNATORS: Inorganic.

Ver: 2.0

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Jet Pa'ku

Strap jets to a giant alien toad and who knows what might happen?

8 Points

Unofficial Unit

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

UNIT SIZE: 1 Jet Pa'ku.

EQUIPMENT: 2 Auto Sluggers, Ramshackle Boostpack.

ABILITIES: Mission Specialist, Mobile.

OPTIONS:

- None.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Slugger	24"	3	3	1	4+		

ABILITY & EQUIPMENT SUMMARY

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.

RAMSHACKLE BOOSTPACK: This model may triple its MV when it performs a Dash action, and may move dynamically (see page 24 for details). Roll a D6 after performing a Dash action - If you roll less than this unit's current suppression level the model explodes, destroying it and raising the suppression level of any units (friend or foe) within 8".

DAMAGED: At FOR 3-4, reduce all of this model's weapon profiles SHO values by -1.
At FOR 1-2, reduce all of this model's weapon profiles SHO values by -2.

UNIT DESIGNATORS: Organic, Solo

Ver: 2.0

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