

MAELSTROM'S EDGE

BROKEN ABILITY & EQUIPMENT SUMMARY

AoE: SB (small blast), LB (large blast) or SPR (spray) template. Number of models under template is the number of bonus shots the weapon fires, but cannot cover friendly models. LB & SB must have their hole entirely over the base of a model in the primary target, unless an **Ind Fire** attack. SPR has the **SHORT RANGED** & **IGNORE COVER** abilities, must touch the firing model's base, and be entirely within its front arc.

BEAM: If damage is caused on a model beyond what is required to remove it as a casualty, immediately inflict an additional DAM1 penetration on that unit.

BOOBY TRAPS (X): During its main action, this model may expend one of its allocated command points to trigger a booby trap, up to a maximum of (X) times per turn. When a booby trap is triggered, select an enemy unit which is both taking cover and visible to the model triggering it. That unit gains D3+1 STs. A single enemy unit cannot be affected by more than one booby trap per turn.

BURST (X): When (X+) is rolled to successfully hit, 2 hits are inflicted instead of 1. Has no effect on wild fire.

CAPTURE: Roll to penetrate against the defending unit's MAS characteristic (instead of its AV characteristic). Capture attacks made against large models reduce their DAM to 1. Weapons with the **CAPTURE** ability have an asterisk listed with their PEN characteristic as a reminder of this ability.

COMMAND (X): Generates (X) command points a turn. These can be allocated to command models, not exceeding their WP. Command models can then issue an order to a unit within 18" when that unit is activated, removing STs from the unit equal to the command points expended. A model cannot issue more orders per turn than its command value.

CQ EXPLOSIVE: Can only be used during CQ fighting. A CQ explosive primary CQ weapon cannot benefit from a secondary CQ weapon, nor may a CQ explosive be utilized as a secondary CQ weapon.

DRAG UNIT (X"): For each successful hit, all non-large models in the unit may be moved up to (X) inches by the firing player, ending closer to the firing unit than they started and facing the firing unit. Has no effect at long range, nor on units unable to make a fixed move.

EMP (X+): Cannot be ignored by a **FIELD**. When (X+) is rolled to successfully penetrate, it gains +1 DAM against inorganic models.

FORSAKEN: A model with this designator cannot be included in a force that also contains a model with either the **SARA** or **JACKAL** designator.

GRENADE: Has the **SHORT RANGED** ability. Only 1 model per unit can use grenades per round. 1 model per unit may toss grenades while charging, placing D3 STs on the charge target before it fires defensively. The model tossing grenades halves the shots it fires with its primary CQ weapon in the subsequent round of CQ fighting.

GRENADE HARNESS: The model has cluster grenades, molotov bombs and overcharged powercells. A model may not have more than one grenade harness.

HEAVY: Non-melee weapon: Cannot be fired while on the move. If a unit moves and shoots in the same action, these attacks are wild. **Melee weapon:** If a heavy melee weapon is a primary CQ weapon, then the model cannot use a secondary CQ weapon. A heavy melee weapon cannot be a secondary CQ weapon.

IGNORE COVER: These hits cannot be ignored by cover.

LARGE MODELS ONLY: Primary target must be a large model unit.

MOB MENTALITY: This model's WP characteristic is equal to the total number of models in the unit that share this ability, unless that number is lower than the model's actual WP characteristic value. Models with the **MOB MENTALITY** ability have an asterisk listed with their WP characteristic value as a reminder of this ability.

PISTOL: CQ weapon. Has the **SHORT RANGED** ability. 2 pistols can be fired together as linked weapons, but not during CQ fighting.

POISON (X): When (X+) is rolled to successfully penetrate, the attack gains +1 DAM against organic models.

SHADOW MASTER: For each model with this ability, one additional friendly unit can utilize the **SHADOW STRIKE** ability in each end phase (instead of just 1 unit) and during deployment, an additional friendly unit in reserve can be declared as arriving via Shadow Strike (instead of just 1 unit). In addition, a friendly unit within 18" of a model with this ability automatically passes its shadow strike discipline check, unless the unit is shell-shocked.

SHORT RANGED (+X): Add (X) shots at short range. If no value is listed, double the shots fired. Automatically misses at long range.

SUPPRESS (X): A unit hit by this weapon gains (X) additional STs. If noted as 'psych', then these are psych STs. Not cumulative, use the value that results in the most STs being placed.

UNSTABLE: When a '1' is rolled to hit with this attack, place a number of STs onto the firing unit equal to the current DAM value of the attack.

SHADOW STRIKE

In the end phase of each turn, before calculating VPs, a Broken player may select a single friendly infantry unit that is at least 12" away from the enemy and has every single one of its models in cover (from every enemy unit). The selected unit takes a shadow strike discipline check. If the check is successful, the unit is removed from the table and is put into reserve, keeping any STs it has.

In any future turn, a unit that was put into reserve via the Shadow Strike ability can either elect to arrive normally, or may instead deploy via the Shadow Strike main action. The Shadow Strike action allows the unit to be placed anywhere on the table that is both entirely in cover and at least 12" away from the enemy, and then, after being placed this way, the unit may fire a single round of wild shooting. A unit that is placed on the table via the Shadow Strike action counts as having moved.

When putting a Broken infantry unit into reserve before the game, its owning player may declare that the unit will arrive during the game via the Shadow Strike main action described above. Only a single Broken unit per side (including a joined character) may start the game this way.

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BROKEN WEAPONS SUMMARY

Name	RNG	SHO	PEN	DAM	Special
Auto Slugger	24"	3	3	1	Burst (6+)
Beam Pistol	12"	2	3	2	Beam, Pistol, Unstable
Beam Blastgun (Ranged)	18"	2	4	2	Beam, Short Ranged, Unstable
Beam Blastgun (CQ)	CQ	-	+1	1	Melee
Chem Launcher	18"	1+SB	3	1	AoE (SB), Ignore Cover, Poison (5+), Suppress (1)
Chem Pistol	12"	2	3	1	Ignore Cover, Pistol, Poison (5+), Suppress (1)
Cluster Grenades	6"	1+SB	3	1	AoE (SB), Grenade, Ignore Cover
EMP Harpoon	24"	2	3	2	Drag Unit (1"), EMP (4+)
Glue Carbine	12"	2	2*	2	Capture, Short Ranged, Unstable
Glue Rifle	18"	3	2*	3	Capture, Unstable
Longbeam Rifle	30"	2	5	3	Beam, Heavy, Unstable
Massive Torch	8"	2+SPR	3	1	AoE (SPR), Suppress (D3)
Molotov Bombs	6"	2+SB	1	1	AoE (SB), Grenade, Ignore Cover, Suppress (D3)
Overcharged Powercells	CQ	-	5	2	CQ Explosive, Large Models Only, Unstable
Slug Pistol	12"	3	2	1	Pistol
Slug Rifle	24"	3	2	1	
Torch	8"	1+SPR	2	1	AoE (SPR), Suppress (D3)

NOW YOU SEE ME (FACTION OBJECTIVE)

*This objective may only be utilized if at least one model in your force has the **FORSAKEN** designator. If an objective type requires you to choose a force commander, it must be a model with 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.*

Partial: (each end phase) This turn, if at least one of your units was put into reserve via shadow strike and the **Now You Don't** ability was not utilized at all, gain 1 VP.

Full: (end of game) 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 shadow strike, you may either immediately remove 3D3 STs from it, or return 1 model back to the unit that had previously been removed as a casualty.

