KARIST ENCLAVE ABILITY 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.

ANGEL HANDLER: Friendly units within command range of a model with the **Angel Handler** ability ignore their own **Kill Mission** ability, provided they aren't a large model. The normal restrictions against issuing orders to and/or joining an angel unit are ignored by an angel handler.

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.

BLOODTHIRSTY: The unit can elect to perform a Charge action instead of a compulsory Dig-in or Shaken action, but it must charge the enemy unit it can reach by the shortest route.

BODYGUARD (X+): When suffering **Precision Kill** penetrations, the unit may roll a D6. On (X+), the penetrations are applied to bodyguard models first, unless the attacks are against the unit's rear arc.

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.

COMMUNE REACTOR: If desired, reduce result needed to pass a discipline check by 1 after seeing the result of the roll, but doing so gains the unit +D3 STs after the check is passed.

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.

CYBEL FRENZY: The model can elect to cybel frenzy while CQ fighting. If it does, for every full 3 STs on the target, the model fires +1 additional shot with its primary CQ weapon, if it is a melee weapon. However, each to hit roll of 1 inflicts a hit against its own unit.

CYBEL MINES: Cybel Mines have the **Mine (2D3+1)** ability.

DODGE (X): Ignore (X) hits each round of shooting. Cannot be used when pinned or the same round that cover or another ability ignores hits.

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.

DYNAMIC MOVE: Model can move dynamically.

EXPLOSIVE (X+): When (X+) is rolled to successfully penetrate, the attack gains +1 DAM.

F-PEN (X+): (X+) is the minimum result needed to successfully roll to penetrate, regardless of the defender's AV.

FEARLESS: The unit ignores psych STs, is never shell-shocked, pinned, or required to retreat or flee the battle. It does not take suppressive fire discipline checks or CQ discipline checks. When performing a Shaken action, the unit must either make a single move or remain stationary and fire a single round of wild shooting. Upon completing a Dig-in or Shaken action, shake-off the extra D3 STs as though it were pinned.

FEARSOME (X): Enemy units within 12" count as having (X) additional Psych STs while within that range. Not cumulative.

FIELD (X): Ignore (X) hits each round of shooting. Cannot be used the same round that cover or another ability ignores hits.

GOAD (X): A friendly unit of the specified type (X), such as 'Angel', 'Robot', etc., that either contains, or is in base contact with, a model with the **Goad** ability may re-roll failed activation discipline checks.

GLAIVE FIELD: As long as this model is not on the move and did not fire during its main action, it has the **Field (1)** ability, or adds +1 to any other **Field** ability the unit has. This lasts only until the unit next activates or the model fires defensively.

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.

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.

HEAVY GUNNER: Ignore the **Heavy** ability, except when CQ fighting.

IGNORE COVER: These hits cannot be ignored by cover.

IND FIRE: Halve firer's SKL, but unit can fire at targets out of line of sight. Penetration rolls are resolved using rear AV and if all attacks are indirect, they count as hitting the target's rear arc. Automatically misses at short range. If noted as 'optional', the unit can choose to fire indirectly or not.

INSPIRATIONAL: Units within 12" (including itself) have the **Stoic** ability. If the Kaddar causes at least 1 enemy casualty by detonating its shield reactor, then all Karist units have the Stoic ability for the remainder of the game. Angel units do not benefit from this ability.

KILL MISSION: This unit cannot control mission objective markers, but can still contest them.

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

MARKSMAN (+X): Add (X) to the model's SKL when shooting, except in CQ fighting. If no value is listed, double the model's SKL.

MARTYR: Your side gains +1 VP if 1 or more of your Kaddar Novae causes at least 1 enemy casualty by detonating their shield reactor. If 1 or more of your Kaddar Novae is killed by anything other than detonating their shield reactor(s) then the opposing side gains +1 VP.

MASSIVE STRENGTH: If a model's primary CQ weapon is a melee weapon: add +1 DAM, and its PEN value is double the model's MAS. Ignore the **Heavy** ability during CQ fighting.

MINE (X): During an Advance & Fire action, a model may set a mine instead of firing a weapon, placed touching the model. A mine is not active until the unit that placed it ends an action more than 6" away. The 6" area around an active mine is a minefield. A unit that moves through a minefield triggers it, gaining STs equal to (X), after which the mine is removed from the game. A unit that ignores dangerous ground ignores a minefield in exactly the same way.

MELEE: Has the **Ignore Cover** ability and is a CQ weapon. If SHO is not listed, it is the model's EVS+MAS+FOR, halved. If PEN is not listed, it is the model's MAS.

NOBLE ORATOR: During its main action, this model may expend one of its allocated command points to choose a friendly organic unit within 18" that does not contain any Angel models. Remove up to 3D3+3 STs from the chosen unit. In addition, all enemy units within 18" of this model immediately gain +D3 psych STs.

OVERLOAD SUPPRESS: When fired, all units (friend and foe) within 18" of the unit's front fire arc (but not the firing unit), gain STs as though hit by a Suppress (D3) attack even when not hit.

OVERRUN: Can move through (overrun) standard-sized enemy units. Enemy units can fire defensively at a unit that overruns it.

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

PRECISION KILL: During casualty removal, penetrations with this ability are applied first and by the firing player.

REACTOR DETONATION: After finishing a charge and its resulting defensive fire, the model may detonate, killing itself and replacing the normal round of CQ fighting. Center the AoE (LB) template over where the model was. All units (friend and foe) under the template suffer D3 hits + the number of models in that unit under it. These are PEN 4, DAM 2 hits with the **Ignore Cover** ability.

RIPPER ROUNDS: A Swarmer Grenade Launcher equipped with Ripper Rounds can optionally be fired as a Ripper Energy Grenade Launcher.

SACRIFICE: When activating a Mature Angel, Minnows from units within 6" may be sacrificed. For each Minnow sacrificed, remove D3 STs from the Mature Angel. Decide how many Minnows to sacrifice before rolling. Cannot be used into or out of a building.

SCOUT: May deploy in no-man's land, but entirely in the owning player's table half. It may make a flanking maneuver when held in reserve.

SHIELD REACTOR PACK: When deploying a Kaddar Nova, choose 1 shield mode, and again each turn after determining its main action. The effects of a mode last only until it next activates:

  A. **Kinetic Boost:** MV and EVS are doubled.
  B. **Shield Mode:** AV is doubled and has **Field (2)**.
  C. **Gauntlet Overload:** The Kinetic Gauntlet must use its overload profile. Cannot be used in consecutive turns.

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

SLOW PROJECTILE: When fired indirectly, enemy units covered by this template may elect to avoid it. If they do, the unit is automatically missed by these attacks, but the firing player can move that unit up to 3", though the owning player chooses its final facing. The unit gains +1 ST for each weapon avoided. Units unable to make a fixed move may not avoid.

KARIST ENCLAVE ABILITY SUMMARY (Continued)

STOIC: Instead of performing a Shaken action, the unit performs a Dig-in action, unless it has STs equal to at least double its discipline. Shell-shocked stoic units do not automatically fail discipline checks, but instead only pass them on a roll of 6+.

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

TELEPORT: When performing a Dash action, the unit can make an unlimited range dynamic move, but cannot end within 6" of the enemy or be on the move. If ending a teleport touching an obstacle or area terrain, it gains +2D3 STs. If a range is listed, this is the max distance of the teleport. A unit cannot teleport in consecutive turns.

TITAN SLAYER (X+): When (X+) is rolled to successfully penetrate, double the attack's DAM.

VOID GEL FORMS: When deploying a Mature Angel, choose 1 void gel mode, and again each turn after determining its main action. The effects of a form last only until it next activates:

A. Winged Form: Gain the HOVER & MOBILE designators. When finishing a teleport, single or double move, optionally put +D3 STs onto all other units within 12" (friend and foe), before any defensive fire caused by the move is resolved.

B. Combat Form: Increase either front or rear AV by +3. Can use the massive void gel claws weapon profile.

C. Slasher Form: Can use the void gel tentacles weapon profile. Enemies targeting the angel with CQ attacks suffer -1 SHO with their primary CQ weapon.

KARIST ENCLAVE WEAPONS SUMMARY

Name	RNG	SHO	PEN	DAM	Special
Coriolis Energy Launcher	24"	1+SB	4	1	AoE (SB), Explosive (6+), Heavy, Ignore Cover, Suppress (1)
Cybel Beam	18"	3	5	2	Beam, Explosive (6+)
Cybel Blade	CQ	-	5	1	Explosive (6+), Melee
Cybel Blast	24"	2+SB	4	1	AOE (SB), Explosive (6+)
Cybel Charges	CQ	-	6	3	CQ Explosive, Explosive (6+), Large Models Only
Cybel Glaive (Ranged)	12"	1+LB	3	1	AoE (LB), Explosive (6+), Glaive Field, Short Ranged
Cybel Glaive (CQ)	CQ	-1	7	2	Explosive (6+), Glaive Field, Heavy, Melee
Cybel Goad	CQ	-	3	1	Explosive (6+), Goad (Angel), Melee, Suppress (1)
Cybel Lance	30"	2	5	3	Beam, Explosive (6+), Heavy
Cybel Maw	CQ	-	MAS	1	Explosive (6+), Melee
Cybel Pulse	18"	2	3	1	Explosive (6+)
Cybel Scepter	CQ	-	4	1	Explosive (6+), Melee
Hellstorm Energy Mortar	30"	1+SB	5	2	AoE (SB), Explosive (6+), Heavy, Ind Fire (Optional, Slow Projectile)
Kinetic Gauntlet (Overload)	18"	3	8	2	Overload Suppress (D3), Short Ranged, Titan Slayer (4+)
Kinetic Gauntlet (Standard)	18"	2	6	1	Pistol, Suppress (1)
Massive Void Gel Claws (Combat Form only)	CQ	-	+1	2	Heavy, Melee
Nox Pistol	12"	2	3	2	Explosive (6+), Pistol
Poisoned Blade	CQ	-	+1	1	Melee, Poison (4+)
Pulse Carbine (& Pulse Carbine Mk2)	18"	2	4	1	Explosive (6+)
Pulse Carbine - Charged Shot (Pulse Carbine Mk2 only)	12"	2	5	2	Explosive (6+), Short Ranged (+1)
Pulse Pistol	12"	2	3	1	Explosive (6+), Pistol
Rad Grenades	6"	1+SB	4+	1	AoE (SB), F-PEN (4+), Grenade, Ignore Cover
Radwave Emitter	8"	2+SPR	4+	1	AoE (SPR), F-PEN (4+)
Ravager Vulcan Pulse Cannon	24"	3	5	1	Explosive (6+), Heavy
Ripper Energy Grenade Launcher	18"	1+SB	3	1	AoE (SB), Explosive (6+), Ignore Cover, Suppress (1)
Ripper Heavy Grenade Launcher	24"	2+SB	3	1	AOE (SB), Explosive (6+), Heavy, Ignore Cover, Suppress (1)
Swarmer Grenade Launcher	18"	0+SB	1	1	AOE (SB), Suppress (psych 3D3)
Swarmer Grenades	6"	0+SB	1	1	AoE (SB), Grenade, Suppress (psych 3D3)
Trophy Melee Weapon	CQ	-	+2	2	Melee, Relic
Void Gel Tentacles (Slasher Form only)	12"	3	1	1	Drag Unit (1"), Pistol