

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Angel Keeper	7	3	3	3	2	2	4	Infantry (Human, Character)

UNIT SIZE: 1 Angel Keeper.

EQUIPMENT: COMMUNE REACTOR, CYBEL GOAD, PULSE PISTOL, SWARMER GRENADE LAUNCHER.

ABILITIES: ANGEL HANDLER, COMMAND (1).

9 pts

UNIT OPTIONS

- May be equipped with **RIPPER ROUNDS**: +1 pt each.

ADDITIONAL UNITS

1-4 Angel 0-2 Angel 0-2 Angel 0-2 Angel testing

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Kaddar Nova	4 (8)	3 (6)	5	3 (6)	2	2	6	Infantry (Human, Character)

UNIT SIZE: 1 Kaddar Nova.

EQUIPMENT: COMMUNE REACTOR, KINETIC GAUNTLET, RAD GRENADES, SHIELD REACTOR PACK, SWARMER GRENADES.

ABILITIES: COMMAND (1), FIELD (1), INSPIRATIONAL, MARTYR, REACTOR DETONATION.

15 pts

UNIT OPTIONS

ADDITIONAL UNITS

1-4 0-2 0-2 0-2 16.1118

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Kaddar Alessi Novitiate	7	3	2	2	2	2	5	Infantry (Human, Character, Priest Caste)

UNIT SIZE: 1 Kaddar Alessi Novitiate.

EQUIPMENT: COMMUNE REACTOR, CYBEL SCEPTER.

ABILITIES: COMMAND (1), NOBLE ORATOR, STOIC.

8 pts

UNIT OPTIONS

ADDITIONAL UNITS

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

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Shadow Walker	7	5	6	3	2	2	4	Infantry (Human, Mobile, Solo)

UNIT SIZE: 1 Shadow Walker.

EQUIPMENT: COMMUNE REACTOR, CYBEL BLADE, NOX PISTOL, RAD GRENADES.

ABILITIES: DYNAMIC MOVE, FEARSOME (1), PRECISION KILL, SCOUT, TELEPORT (24").

12 pts

UNIT OPTIONS

- May be equipped with **CYBEL MINES**: +1 pt each.

Multi-Unit Selection: Up to 2 separate Shadow Walker units may be taken as a single selection.

18.1118

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Angel Minnow	8	5	3	2	2	1	3	Infantry (Hover, Mobile, Angel)

UNIT SIZE: 3 Angel Minnows.
EQUIPMENT: CYBEL MAW, CYBEL PULSE.
ABILITIES: BLOODTHIRSTY, CYBEL FRENZY, KILL MISSION, SACRIFICE.

UNIT OPTIONS

- May add up to 3 more Angel Minnows: +2 pts each.

9.1118

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Karist Trooper	6	3	4	4	2	1	3	Infantry (Human)
Karist Trooper Quintarch	6	3	4	4	2	1	3	Infantry (Human, Squad Leader)

UNIT SIZE: 2 Karist Troopers, 1 Karist Trooper Quintarch.
EQUIPMENT: COMMUNE REACTOR, PULSE CARBINE, PULSE PISTOL, RAD GRENADES.
ABILITIES: None.

UNIT OPTIONS

- May add up to 2 more Karist Troopers: +3 pts each.
- 1 Karist Trooper may replace **PULSE CARBINE** with:
 - CYBEL LANCE:** +2 pts each.
 - RAVAGER PULSE CANNON:** +1 pt each.
 - RIPPER HEAVY GRENADE LAUNCHER:** +2 pts each.
- 1 Karist Trooper may replace **PULSE CARBINE** with:
 - RADWAVE EMITTER:** +0 pts each.
 - RIPPER ENERGY GRENADE LAUNCHER:** +2 pts each.
- Karist Trooper Quintarch may replace **PULSE PISTOL** with **CYBEL BLADE:** +0 pts.
- Karist Trooper Quintarch may replace **PULSE CARBINE** with **PULSE CARBINE MK2:** +1 pt.

testing

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Karist Trooper	6	3	4	4	2	1	3	Infantry (Human)
Karist Trooper Quintarch	6	3	4	4	2	1	3	Infantry (Human, Squad Leader)

UNIT SIZE: 2 Karist Troopers, 1 Karist Trooper Quintarch.
EQUIPMENT: COMMUNE REACTOR, PULSE CARBINE, PULSE PISTOL, RAD GRENADES.
ABILITIES: None.

UNIT OPTIONS

- May add up to 2 more Karist Troopers: +3 pts each.
- Up to 2 Karist Troopers may replace **PULSE CARBINE** with:
 - CYBEL LANCE:** +3 pts each.
 - RAVAGER PULSE CANNON:** +2 pts each.
 - RIPPER HEAVY GRENADE LAUNCHER:** +3 pts each.
- Karist Trooper Quintarch may replace **PULSE PISTOL** with **CYBEL BLADE:** +0 pts.
- Karist Trooper Quintarch may replace **PULSE CARBINE** with **PULSE CARBINE MK2:** +1 pt.


testing

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Mature Angel	7	3	3	5/3	4	3	3	Behemoth (Angel)

UNIT SIZE: 1 Mature Angel.
EQUIPMENT: 2x CYBEL BEAMS, CYBEL MAW, MASSIVE VOID GEL CLAW, 2x VOID GEL TENTACLES.
ABILITIES: BLOODTHIRSTY, CYBEL FRENZY, FEARSOME (2), TELEPORT (24"), VOID GEL FORMS.


UNIT OPTIONS

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Angel Hellblasters

Hellblasters are trained to be a living weapon, capable of killing enemy infantry en-masse with a powerful blast of cybel energy.



8 pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Angel Hellblaster	6	3	2 (4)	3	3	2	3	Infantry (Angel)


UNIT SIZE: 2 Angel Hellblasters.
EQUIPMENT: CYBEL BLAST, CYBEL MAW.
ABILITIES: KILL MISSION, MARKSMAN (+2).

UNIT OPTIONS

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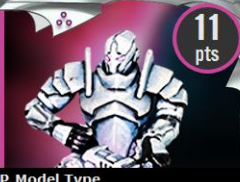
- May add up to 2 more Angel Hellblasters: +4 pts each.

testing



Tempest Elites

Only the most veteran Karist soldiers earn the right to wear the powerful armor and deadly weaponry of a Tempest.



11 pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Tempest Elite	5	2	5	5	2	2	4	Infantry (Human)
Tempest Elite Tetrarch	5	2	5	5	2	2	4	Infantry (Human, Squad Leader)


UNIT SIZE: 1 Tempest Elite, 1 Tempest Elite Tetrarch.
EQUIPMENT: COMMUNE REACTOR, CYBEL CHARGES, RAD GRENADES, RAVAGER PULSE CANNON.
ABILITIES: HEAVY GUNNER.

UNIT OPTIONS

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- May add up to 2 more Tempest Elites: +5 pts each.
- If the unit numbers at least 3 models, 1 Tempest Elite may replace RAVAGER PULSE CANNON with CORIOLIS ENERGY LAUNCHER: +2 pts each.
- The entire unit may replace RAVAGER PULSE CANNONS with HELLSTORM ENERGY MORTARS: +3 pts each.

19.1118



Karist Praetorians

Equal parts skilled, loyal and deadly, Praetorians keep Karist leadership safe and strike terror into their foes.



9 pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Praetorian	6	3	5	4	2	1	4	Infantry (Human)
Praetorian Tetrarch	6	3	5	4	2	1	4	Infantry (Human, Squad Leader)


UNIT SIZE: 1 Praetorian, 1 Praetorian Tetrarch.
EQUIPMENT: COMMUNE REACTOR, PULSE CARBINE, PULSE PISTOL, RAD GRENADES.
ABILITIES: BODYGUARD (3+).

UNIT OPTIONS

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- May add up to 3 more Praetorians: +4 pts each.
- Any model may replace PULSE CARBINE with CYBEL BLADE: +0 pts each.
- Up to 2 models may replace PULSE CARBINE with:
 - CYBEL GLAIVE: +3 pts each.
 - RADWAVE EMITTER: +0 pts each.
 - RIPPER ENERGY GRENADE LAUNCHER: +2 pts each.
- Praetorian Tetrarch may replace PULSE CARBINE with PULSE CARBINE MK2: +1 pt each.

17.1118



Karist Trooper Assault Squad

Specialised in clearing the toughest opposition, Trooper Assault Squads are always found where the fighting is thickest.



10 pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Karist Trooper	6	3	4	4	2	1	3	Infantry (Human)
Karist Trooper Quintarch	6	3	4	4	2	1	3	Infantry (Human, Squad Leader)

UNIT SIZE: 2 Karist Troopers, 1 Karist Trooper Quintarch.
EQUIPMENT: COMMUNE REACTOR, PULSE CARBINE, PULSE PISTOL, RAD GRENADES.
ABILITIES: None.

UNIT OPTIONS

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- May add up to 2 more Karist Troopers: +3 pts each.
- Any model may replace PULSE CARBINE with CYBEL BLADE: +0 pts each.
- Up to 2 Karist Troopers may replace PULSE CARBINE with:
 - RADWAVE EMITTER: +0 pts each.
 - RIPPER ENERGY GRENADE LAUNCHER: +2 pts each.
- Karist Trooper Quintarch may replace PULSE CARBINE with PULSE CARBINE MK2: +1 pt.

21.1118