

MAELSTROM'S EDGE

EPIRIAN FOUNDATION WEAPONS SUMMARY

Name	RNG	SHO	PEN	DAM	Special
Aerial Drone Strike	30"	4+LB	4	1	AoE (LB), Ind Fire, Guided, Limited Use (1), Suppress (D3)
Aux Grenade Launcher (Choke Rounds)	24"	2+SB	1	1	AoE (SB), Ignore Cover, Poison (6+), Suppress (psych 1)
Aux Grenade Launcher (EMP Rounds)	24"	2+SB	1	1	AoE (SB), EMP (5+), Ignore Cover
Choke Grenades	6"	2+SB	1	1	AoE (SB), Grenade, Ignore Cover, Poison (6+), Suppress (psych 1)
Clingfire Pod	H&R	2+SB	3	1	AoE (SB), Hit & Run (4+), Ignore Cover, Suppress (D3)
Clingfire Sprayer	8"	2+SPR	3	1	AoE (SPR), Suppress (D3)
Cluster Missile Pod	30"	1+SB	3	1	AoE (SB), Burst (6+), Guided, Heavy
Cutter Light Machine Gun	24"	2	4	1	Burst (6+)
Drone Class Laser System (High Power)	24"	1	4	2	Beam, Paint (5+)
Drone Class Laser System (Low Power)	24"	4	1	1	Paint (5+)
EMP Grenades	6"	2+SB	1	1	AoE (SB), Grenade, EMP (5+), Ignore Cover
Flakk Cannon	18"	3	5	1	Heavy, Short Ranged
Flakk Defense Battery	6"	4	5	1	Heavy, Short Ranged
Flakk Gun	18"	2	5	1	Short Ranged
Hydraulic Fist	CQ	-	+2	1	Heavy, Melee
Maglock Assault Rifle	24"	2	3	1	
Maglock Chaingun	36"	3	5	2	Burst (6+), Heavy
Maglock Dominator Pistol	24"	2	4	2	Pistol
Maglock Guardian Pistol	12"	2	3	1	Pistol
Maglock Railrifle	36" (60")	2	5	2	Heavy, Long Ranged (+24"), Sniper (4+)
Micro Defense Drones	CQ	10	4	1	Burst (5+), Heavy, Melee, Limited Use (1)
Strike Missile Pod	30"	1	7	3	Guided, Heavy
Suppressor Dual Machine Gun	30"	3	4	1	Burst (5+), Heavy

EPIRIAN FOUNDATION FACTION OBJECTIVE - AUTOMATED UPLINK RELAY

An automated uplink relay is a large personal objective marker placed after deployment zones are chosen, but before forces are deployed. It must be initially placed entirely within your deployment zone; however, the opposing player may shift its location up to 6". You choose its final facing. Both the initial and final location must conform to the standard objective marker placement restrictions.

The maximum number of VPs this objective can generate is 3 VPs. Once that total is reached, the relay shuts down and is removed from play.

Partial: (each end phase) If the relay is not destroyed or shut down & also the **CONTACT HEADQUARTERS** ability was not utilized that turn, gain 1 VP.

Full: (end of game) If the relay is not destroyed, gain all of its remaining VPs.

Contact Headquarters: In the command phase, so long as the relay hasn't been destroyed or shut down, you may generate +1 command point. However, utilizing this ability means the relay will not generate 1 VP in that turn's end phase.

Automated Objective: Once placed on the table, a relay is a bonus friendly unit that does not count towards your force's starting unit total and does not count as a unit for any other mission objective purposes. It cannot be put into reserve, be a reinforcement or enter a building. The only voluntary main action it can perform is Advance & Fire, and it follows the rules for compulsory main actions normally.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Automated Uplink Relay	2	1	1	4	3	3	1	Vehicle (Robot, Solo)

Equipment: 2 Flakk defense batteries.

Abilities: None (beyond standard vehicle abilities).

Name	RNG	SHO	PEN	DAM	Special
Flakk Defense Battery	6"	4	5	1	Heavy, Short Ranged

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EPIRIAN FOUNDATION ABILITY SUMMARY

ADVANCED TRACKING: The model's long ranged weapons do not automatically miss at short range.

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.

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.

BOT HANDLER: All robots in the unit have the **BODYGUARD (4+)** ability. When a bot handler issues an order to a unit with **BOT PROTOCOLS**, and that unit passes its activation discipline check, their **BOT PROTOCOLS** are enabled. A bot handler can issue an order to a unit with no STs.

BOT PROTOCOLS: Must be enabled by a Handler. Lasts until the unit next activates or all models in the unit with it are killed:

- **Defensive Maneuvers:** The unit's **Dodge** ability is improved by +1.
- **Lock-on:** May shoot either focused or suppressive fire during an Advance & Fire action, instead of normal fire.
- **Overdrive:** Increases the model's MV value by +1 for every command point a **BOT HANDLER** expends issuing that unit an order, to a max of +5.
- **Rapid Fire:** During the unit's main action, the model gains +1 SHO for a single weapon it fires.
- **Stay Low!** The unit's **Dug-in** ability is improved by +1.

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

CHEMTEK SPRAYER: Enemy units with at least 1 organic model treat the area within 6" of a Chemtek Sprayer as lethal ground.

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.

COMMAND ARRAY: The model gains the **BOT HANDLER** and **COMMAND (1)** abilities. If it already has the **COMMAND** ability, it gains +1 instead.

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.

DUG-IN (+X): The unit gains an additional bonus to their cover value while pinned, with (X) being the modifier.

DYNAMIC MOVE: Model can move dynamically.

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

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.

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

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.

GUIDED: When firing at a painted unit (see **PAINT** ability), attacks gain both the **LONG RANGED** and/or **SMART** abilities, if desired.

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.

HIT & RUN (X+): Always hit on rolls of (X+) during a hit & run, despite it being wild fire. If range is 'H&R', then it may only be used in a hit & run.

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.

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

LIMITED USE (X): Can only be used in (X) rounds during the game.

LONG RANGED (+X"): Add (X) inches to the attack's range. If no value is listed, double it. Automatically misses at short range.

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.

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.

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.

MICRO DRONES:

- **Aerial Uplink:** The Aerial Drone Strike **LIMITED USE** ability becomes (2).
- **Command Booster:** Command range is increased to 24". For a **COMMAND (0)** model, this instead gives a normal 18" command range.
- **Defense:** Can be activated once per game at any point during the turn. When activated, the model gains the **FIELD (2)** ability and may use the Micro Defense Drones weapon profile for the remainder of the turn.
- **Spotter:** The model gains the **PAINT (4+)** ability for all its non-CQ attacks, as long as they are not **IND FIRE** or **SMART** attacks.
- **Targeting:** The model's unit gains the **MARKSMAN (+3)** ability.

MINOR BOT REPAIRS: When finishing an Advance & Fire or Dash action not on the move or pinned, select 1 unit within 6" containing at least 1/2 robot models that is not on the move. The selected unit removes D3 STs. Cannot be used into or out of a building.

NEURAL BOT INTERFACE: +1 to the model's **COMMAND** ability.

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

PAINT (X+): When (X+) is rolled to successfully hit, then after that round of shooting, the target is painted for the rest of the turn. Painted units have -1 cover value, or -2 if painted from their rear arc. Wild fire cannot paint its target. This ability is cumulative, but only to a max of -2.

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

POINT DEFENSE ACTION: Once per turn, when a visible unit within 6" is about to perform defensive fire, this unit may first perform point defense against the same enemy unit. This is resolved as defensive fire, but counts as being at standard range and short ranged weapons cannot be used.

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

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

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.

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

SMART: Cannot be ignored by the **Dodge** ability and can target units out of line of sight. Does not apply to short ranged fire.

SNIPER (X+): When rolling (X+) to successfully hit, this attack gains +1 DAM and the **IGNORE COVER** and **PRECISION KILL** abilities.

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.

TACTILE BOT INTERFACE: Model has the **COMMAND (0)** ability.

VERT CLIMB (X"): Ignore (X) inches of vertical movement the unit would normally count each move.

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KARIST ENCLAVE WEAPONS SUMMARY

Name	RNG	SHO	PEN	DAM	Special
Coriolis Energy Mortar	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 Charges	CQ	-	6	3	CQ Explosive, Explosive (6+), Large Models Only
Cybel Maw	CQ	-	MAS	1	Explosive (6+), Melee
Cybel Pulse	18"	2	3	1	Explosive (6+)
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
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), Grenade, F-PEN (4+), 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)
Swarmer Grenades	6"	0+SB	1	1	AoE (SB), Grenade, Suppress (psych 3D3)
Void Gel Tentacles (Slasher Form only)	12"	3	1	1	Drag Unit (1"), Pistol

KARIST ENCLAVE FACTION OBJECTIVE - SECRET CACHE

A secret cache is a small personal objective marker placed after deployment zones are chosen, but before forces are deployed. It must be placed entirely within no-man's land, following the standard objective marker placement restrictions. It behaves like a standard objective marker except that only friendly Karist units can control it, although opposing units can contest it as normal.

A Secret Cache can generate a maximum of 3 VPs, once that total is reached, the cache is removed from the table.

Partial: (each end phase) If your side controls your secret cache and did not utilize the **CACHE RESUPPLY** ability that turn, gain 1 VP.

Full: (end of game) If your side controls your secret cache, gain all of its remaining VPs.

Cache Resupply: A single friendly Karist unit per turn in control of the cache when firing a round of non-CQ shooting may choose to re-roll their failed rolls to hit during that round only. However, utilizing this ability means that the cache will not generate 1 VP in that turn's end phase.



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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.

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.

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.

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.

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.

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.

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.

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 them.

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.

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.

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.