

# MAELSTROM'S EDGE®

## V2 BETA FACTION FORCE LISTS THE KARIST ENCLAVE

PLEASE NOTE: This is a beta version of the Maelstrom's Edge second edition rules. As such, images and layout are not final, background fiction is not yet in place, and there may be changes to the rules before final publication, based on player feedback and internal playtesting. This list may also include some units and/or options for which models are not yet available – These are in the production queue, but feel free to use suitable proxy models in the meantime.

We welcome any feedback on your games with these rules. Visit us at the Comm Guild Facebook group, or in the Maelstrom's Edge discussion section on the Dakka Dakka forums.

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### FORCES OF THE KARIST ENCLAVE

<b>Karist Enclave Special Rules</b> .....	2
<b>Kaddar Alessi Novitiate</b> .....	3
<b>Triarch</b> .....	4
<b>Angel Keeper</b> .....	5
<b>Kaddar Nova</b> .....	6
<b>Karist Troopers</b> .....	7
<b>Karist Trooper Assault Squad</b> .....	8
<b>Karist Trooper Heavy Squad</b> .....	9
<b>Karist Praetorians</b> .....	10
<b>Tempest Elites</b> .....	11
<b>Angel Minnow Pack</b> .....	12
<b>Angel Hellblasters</b> .....	13
<b>Mature Angel</b> .....	14
<b>Shadow Walker</b> .....	15
<b>Proselytizer</b> .....	16



# KARIST ENCLAVE SPECIAL RULES

## ABILITIES

**COMMUNE REACTOR:** *Free action* - reduce this unit's suppression level by -1, but only for the duration of its activation. A unit may not perform a Regroup or Shake-off during the same activation it utilizes Commune Reactors.

## DESIGNATORS

**ANGEL:** A unit containing one or more **ANGEL** models may not be joined or issued an order unless the model doing so has the **ANGEL KEEPER** ability. Note that Angels, despite being organic creatures, are so radically different from all other known organisms in the Spiral Arm, that they **are not** classified as **ORGANIC** models.





# KADDAR ALESSI NOVITIATE

6 Points



A junior priest, tasked with leading Karist forces on a crusade to spread the good word.

## MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Kaddar Alessi Novitiate 7 4 0 1 2 2 3+ Infantry

**UNIT SIZE:** 1 Kaddar Alessi Novitiate.

**EQUIPMENT:** Commune Reactor, Cybel Scepter.

**ABILITIES:** High Priest (1), Noble Orator.

### OPTIONS:

- This detachment may include the following additional units:



## WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Cybel Scepter CQ +1 4 2 - Melee

### ABILITY & EQUIPMENT SUMMARY

**COMMUNE REACTOR:** See pg 2 for details.

**HIGH PRIEST (1):** This model has the **COMMAND (1)** ability, which generates (1) extra CPs per turn, and each turn during its activation, it can issue (1) order to a friendly unit within 18". When issuing an order to a **PRIEST CASTE** unit (including itself), lower its suppression level by -2, instead of -1.

**NOBLE ORATOR:** Free action - expend 2 CPs and choose a friendly **ARMORED** or **ORGANIC** unit within 18" that does not contain **ANGEL** models. Reduce the chosen unit's suppression level to 0. In addition, all enemy **ARMORED** and **ORGANIC** units within 18" raise their suppression level by +1.

**UNIT DESIGNATORS:** Character, Kaddar, Organic, Priest Caste

Ver: β2.0



# TRIARCH

Veterans of countless battles, Triarchs command Karist military caste detachments.

## 6 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Triarch	6	4	4	3	2	2	3+	Infantry

**UNIT SIZE:** 1 Triarch.

**EQUIPMENT:** Commune Reactor, Pulse Carbine Mk2, Pulse Pistol Mk2.

**ABILITIES:** Military Caste Aesthete (1), Tactical Flexibility.

**OPTIONS:**

- May replace Pulse Carbine Mk2 with Pulse Pistol Mk2: -1 pt.
- May replace up to 1 Pulse Pistol Mk2 with Cybel Blade: -1 pt.

○ This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Pulse Carbine Mk2	18"	1	5	2	5+		
Pulse Pistol Mk2	12"	1	5	2	6+	Pistol	

**ABILITY & EQUIPMENT SUMMARY**

**COMMUNE REACTOR:** See pg 2 for details.

**MILITARY CASTE AESTHETE (1):** This model has the **COMMAND (1)** ability, which generates (1) extra CPs per turn, and each turn during its activation, it can issue (1) orders to a friendly unit within 18". When issuing an order to a **MILITARY CASTE** unit, lower its suppression level by -2, instead of -1.

**TACTICAL FLEXIBILITY:** Once per turn, a friendly **MILITARY CASTE** unit within 18" that is active may take a free Aim or Take Cover status action. This free action can allow the unit to make 2 Aim or Take Cover actions during a single activation.

**UNIT DESIGNATORS:** Aesthete, Character, Military Caste, Organic

Ver: β2.0



# ANGEL KEEPER

6 Points



Using cybel energy as bait, a Keeper leads the bizarre aliens known as Angels into battle for the Karist cause.

### MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Angel Keeper 7 4 1 3 2 3 3+ Infantry

**UNIT SIZE:** 1 Angel Keeper.

**EQUIPMENT:** Commune Reactor, Cybel Goad, Pulse Pistol, Swarmer Grenade Launcher.

**ABILITIES:** Angel Keeper (1), Forced Compliance.

#### OPTIONS:

- May replace Swarmer Grenade Launcher with Ripper Grenade Launcher: +1 pt.
- This detachment may include the following additional units, which must all have the **ANGEL** designator:



### WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Cybel Goad	CQ	+1	4	2	-	Melee	Goad (Angel)
Pulse Pistol	12"	1	4	2	6+	Pistol	
Ripper Grenade Launcher	18"	1+SB	4	1	3+	AoE	Dispersed Fire
Swarmer Grenade Launcher	18"	2+SB	2	1	2+	AoE	Angel Paint, Dispersed Fire

#### ABILITY & EQUIPMENT SUMMARY

**ANGEL KEEPER (1):** This model has the **COMMAND (1)** ability, which means it generates (1) extra CPs per turn, and each turn during its activation, can issue (1) orders to a friendly unit within 18". When issuing an order to an **ANGEL** unit, lower its suppression level by -2, instead of -1.

**ANGEL PAINT:** After completing a Fire action against a target within standard range of this weapon, place 1 Angel Painted token on that target (up to 1 new token per Fire action). **ANGEL** units have a +1 SKL bonus per Angel Painted token their target has. A unit removes **all** of its Angel Painted tokens the next time it moves.

**COMMUNE REACTOR:** See pg 2 for details.

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

**FORCED COMPLIANCE:** Friendly **ANGEL** units within 18" ignore their own **MISSION SPECIALIST** ability, provided they aren't a large model.

**GOAD (ANGEL):** A friendly **ANGEL** unit within 3" of this model may re-roll failed WP tests.

**UNIT DESIGNATORS:** Angel Keeper, Character, Organic, Priest Caste

Ver: β2.0



# KADDAR NOVA

10 POINTS



The Cybel reactor carried by these revered priests is a source of immense power, but also a deadly burden.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Kaddar Nova	8	4	2	3	2	3	2+	Infantry

**UNIT SIZE:** 1 Kaddar Nova.

**EQUIPMENT:** Commune Reactor, Kinetic Gauntlet.

**ABILITIES:** Field (2), High Priest (2), Inspire Zealotry.

**OPTIONS:**

- This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Kinetic Gauntlet	18"	3(6)	4	1	2+	Pistol	Gauntlet Overload, Shock (+2)

**ABILITY & EQUIPMENT SUMMARY**

**COMMUNE REACTOR:** See pg 2 for details.

**FIELD (2):** Block up to (2) hits each round of shooting.

**GAUNTLET OVERLOAD:** During a round of shooting, you may opt to overload this weapon, which increases its SHO by +3, but also reduces this unit's **FIELD** ability value by -1 until it next activates. When firing an overloaded weapon, all other units (friend and foe) within 12" of this unit's front arc raise their suppression level by +1.

**HIGH PRIEST (2):** This model has the **COMMAND (2)** ability, which generates (2) extra CPs per turn, and each turn during its activation, it can issue (2) orders to a friendly unit within 18". When issuing an order to a **PRIEST CASTE** unit (including itself), lower its suppression level by -2, instead of -1.

**INSPIRE ZEALOTRY:** Free action - expend 2 CPs and place a Zealot token onto a friendly unit within 3", up to 3 on any single unit. Each **ARMORED** or **ORGANIC** model gains +1 FOR per Zealot token on their unit. A unit loses all of its Zealot tokens when it Regroups.

**SHOCK (+2):** Critical hit - Immediately raise the target's suppression level by (+2).

**UNIT DESIGNATORS:** Character, Kaddar, Organic, Priest Caste

Ver: β2.0



# KARIST TROOPERS

The core of the Enclave's military caste - highly adaptable and utterly devoted to the Karist Way.

## 8 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Karist Trooper	6	4	3	3	1	1	4+	Infantry
Karist Trooper Quintarch	6	4	3	3	1	1	4+	Infantry (Squad Leader)

**UNIT SIZE:** 2 Karist Troopers, 1 Karist Trooper Quintarch.

**EQUIPMENT:** Commune Reactor, Frag Grenades, Pulse Carbine, Pulse Pistol.

**ABILITIES:** None.

### OPTIONS:

- May add up to 2 more Troopers: +3 pts each.
- 1 Karist Trooper may replace Pulse Carbine with:
  - Radwave Emitter: +0 pts.
  - Ripper Grenade Launcher: +2 pts
- 1 Karist Trooper may replace Pulse Carbine with:
  - Cybel Lance: +2 pts.
  - Ravager Pulse Cannon: +1 pts.
  - Ripper Heavy Grenade Launcher: +2 pts.
- Karist Trooper Quintarch may replace Pulse Carbine with Pulse Carbine Mk2: +1 pt.
- Karist Trooper Quintarch may replace Pulse Pistol with Cybel Blade: +0 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Cybel Lance	30"	1	6	5	5+	Heavy	Armor Piercing
Pulse Carbine	18"	1	4	2	5+		
Pulse Carbine Mk2	18"	1	5	2	5+		
Pulse Pistol	12"	1	4	2	6+	Pistol	
Radwave Emitter	8"	D6	3	1	4+	SR	Armor Piercing, Dispersed Fire
Ravager Pulse Cannon	24"	2	5	2	4+	Heavy	
Ripper Grenade Launcher	18"	1+SB	4	1	3+	AoE	Dispersed Fire
Ripper Heavy Grenade Launcher	24"	2+SB	5	1	3+	AoE, Heavy	Dispersed Fire

### ABILITY & EQUIPMENT SUMMARY

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

**COMMUNE REACTOR:** See pg 2 for details.

**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 pg 29, Maelstrom's Edge Beta Rulebook for details.

**UNIT DESIGNATORS:** Military Caste, Organic

Ver: β2.0



# KARIST TROOPER ASSAULT SQUAD

8 Points



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

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Karist Trooper	6	4	3	3	1	1	4+	Infantry
Karist Trooper Quintarch	6	4	3	3	1	1	4+	Infantry (Squad Leader)

**UNIT SIZE:** 2 Karist Troopers, 1 Karist Trooper Quintarch.

**EQUIPMENT:** Commune Reactor, Frag Grenades, Pulse Carbine, Pulse Pistol.

**ABILITIES:** None.

### OPTIONS:

- May add up to 2 more Troopers: +3 pts each.
- Any model may replace Pulse Carbine with Cybel Blade: +0 pts each.
- Any model may replace Pulse Pistol with Cybel Blade: +0 pts each.
- Up to 2 Karist Troopers may replace Pulse Carbine with:
  - Radwave Emitter: +0 pts each.
  - Ripper Grenade Launcher: +2 pts each.
- Karist Trooper Quintarch may replace Pulse Carbine with Pulse Carbine Mk2: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Pulse Carbine	18"	1	4	2	5+		
Pulse Carbine Mk2	18"	1	5	2	5+		
Pulse Pistol	12"	1	4	2	6+	Pistol	
Radwave Emitter	8"	D6	3	1	4+	SR	Armor Piercing, Dispersed Fire
Ripper Grenade Launcher	18"	1+SB	4	1	3+	AoE	Dispersed Fire

### ABILITY & EQUIPMENT SUMMARY

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

**COMMUNE REACTOR:** See pg 2 for details.

**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 pg 29, Maelstrom's Edge Beta Rulebook for details.

**UNIT DESIGNATORS:** Military Caste, Organic

Ver: β2.0





# KARIST TROOPER HEAVY SQUAD

*Pursuit of ascension sometimes requires heavier firepower.*

## 8 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Karist Trooper	6	4	3	3	1	1	4+	Infantry
Karist Trooper Quintarch	6	4	3	3	1	1	4+	Infantry (Squad Leader)

**UNIT SIZE:** 2 Karist Troopers, 1 Karist Trooper Quintarch.

**EQUIPMENT:** Commune Reactor, Frag Grenades, Pulse Carbine, Pulse Pistol.

**ABILITIES:** None.

### OPTIONS:

- May add up to 2 more 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 Carbine with Pulse Carbine Mk2: +1 pt.
- Karist Trooper Quintarch may replace Pulse Pistol with Cybel Blade: +0 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Cybel Lance	30"	1	6	5	5+	Heavy	Armor Piercing
Pulse Carbine	18"	1	4	2	5+		
Pulse Carbine Mk2	18"	1	5	2	5+		
Pulse Pistol	12"	1	4	2	6+	Pistol	
Ravager Pulse Cannon	24"	2	5	2	4+	Heavy	
Ripper Heavy Grenade Launcher	24"	2+SB	5	1	3+	AoE, Heavy	Dispersed Fire

### ABILITY & EQUIPMENT SUMMARY

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

**COMMUNE REACTOR:** See pg 2 for details.

**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 pg 29, Maelstrom's Edge Beta Rulebook for details.

**UNIT DESIGNATORS:** Military Caste, Organic

Ver: β2.0



## KARIST PRAETORIANS

7 POINTS



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

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Praetorian	6	4	4	3	2	1	3+	Infantry
Praetorian Tetrarch	6	4	4	3	2	1	3+	Infantry (Squad Leader)

**UNIT SIZE:** 1 Praetorian, 1 Praetorian Tetrarch.

**EQUIPMENT:** Commune Reactor, Frag Grenades, Pulse Carbine, Pulse Pistol.

**ABILITIES:** None.

### OPTIONS:

- May add up to 3 more Praetorians: +4 pts each.
- Any model may replace Pulse Carbine with Cybel Blade: +0 pts each.
- Any model may replace Pulse Pistol with Cybel Blade: +0 pts each.
- Up to 2 models may replace Pulse Carbine with:
  - Cybel Glaive: +2 pts each.
  - Radwave Emitter: +0 pts each.
  - Ripper Grenade Launcher: +2 pts each.
- Tetrarch may replace Pulse Carbine with Pulse Carbine Mk2: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Cybel Glaive	CQ	CQA	6	3	-	Heavy, Melee	Glaive Field
Pulse Carbine	18"	1	4	2	5+		
Pulse Carbine Mk2	18"	1	5	2	5+		
Pulse Pistol	12"	1	4	2	6+	Pistol	
Radwave Emitter	8"	D6	3	1	4+	SR	Armor Piercing, Dispersed Fire
Ripper Grenade Launcher	18"	1+SB	4	1	3+	AoE	Dispersed Fire

### ABILITY & EQUIPMENT SUMMARY

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

**COMMUNE REACTOR:** See pg 2 for details.

**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 pg 29, Maelstrom's Edge Beta Rulebook for details.

**GLAIVE FIELD:** You may block up to 1 hit each round of shooting for each model in this unit with a Cybel Glaive. This is considered a **FIELD** ability (special defense). If joined by a character who has their own **FIELD** ability, instead add +1 to the character's **FIELD** ability value for each model in this unit with a Cybel Glaive.

**UNIT DESIGNATORS:** Military Caste, Organic

Ver: β2.0



## TEMPEST ELITES

8 POINTS



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

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Tempest Elite	5	3	4	4	2	3	3+	Infantry
Tempest Elite Tetrarch	5	3	4	4	2	3	3+	Infantry (Squad Leader)

**UNIT SIZE:** 1 Tempest Elite, 1 Tempest Elite Tetrarch.

**EQUIPMENT:** Commune Reactor, Frag Grenades, Ravager Pulse Cannon.

**ABILITIES:** None.

**OPTIONS:**

- May add up to 2 more Tempest Elites: +5 pts each.
- Any number of models may replace Ravager Pulse Cannon with Coriolis Energy Launcher: +2 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Coriolis Energy Launcher	24"	1+SB	4	2	3+	AoE, Heavy	Indirect Fire
Ravager Pulse Cannon	24"	2	5	2	4+	Heavy	

**ABILITY & EQUIPMENT SUMMARY**

**COMMUNE REACTOR:** See pg 2 for details.

**FRAG GRENADES:** Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See pg 29, Maelstrom's Edge Beta Rulebook for details.

**INDIRECT FIRE:** May shoot at a target out of line of sight, but if so, fire with -1 SHO.

**TEMPEST ARMOR:** Ignore the **Heavy** weapon type for weapons equipped on this model.

**UNIT DESIGNATORS:** Armored, Military Caste

Ver: β2.0



# ANGEL MINNOW PACK

5 POINTS



*Driven mad by the Maelstrom, in large enough packs Minnows can be as dangerous as their adult kin.*

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Angel Minnow	8	5	1	1	2	2	5+	Infantry

**UNIT SIZE:** 3 Angel Minnows.

**EQUIPMENT:** Cybel Maw, Cybel Pulse.

**ABILITIES:** Cybel Frenzy, Mission Specialist, Mobile, Rift, Sacrifice, Scout.

**OPTIONS:**

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

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Maw	CQ	CQA	3	2	-	Melee	
Cybel Pulse	18"	1	3	2	5+		

### ABILITY & EQUIPMENT SUMMARY

**CYBEL FRENZY:** During CQ Fighting, if the target has a suppression level of 1 or more, then all models in this unit with **CYBEL FRENZY** gain +1 CQA for the round of shooting. Each hit roll result of 1 made by a model with this CQA bonus raises this unit's suppression level by +1 (after the round of shooting).

**MISSION SPECIALIST:** This unit cannot control mission objective markers, though it can still contest them as usual.

**MOBILE:** Ignore the wild firing penalty for shooting after performing a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

**RIFT:** This model may move dynamically (see pg 18, Maelstrom's Edge Beta Rulebook).

**SACRIFICE:** When activating a Mature Angel, Angel Minnows from friendly units within 6" may be sacrificed. For each Minnow sacrificed, lower the Mature Angel's suppression level by up to -2 or heal up to 2 of its injuries.

**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.

**UNIT DESIGNATORS:** Angel

Ver: β2.0



## ANGEL HELLBLASTERS

7 POINTS



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

### MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Angel Hellblaster 6 4 1(3) 2 1 3 4+ Infantry

**UNIT SIZE:** 2 Angel Hellblasters.

**EQUIPMENT:** Cybel Blast, Cybel Maw.

**ABILITIES:** Fearsome (-1), Living Gun, Marksman (+2), Mission Specialist.

#### OPTIONS:

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

### WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Cybel Blast 24" 1+SB 4 2 4+ AoE

Cybel Maw CQ CQA 3 2 - Melee

#### ABILITY & EQUIPMENT SUMMARY

**FEARSOME (-1):** Enemy units within 8" have a (-1) modifier applied to their WP tests.

**LIVING GUN:** During this unit's activation, if within 18" of an **ANGEL KEEPER**, expend 1 CP to give all Cybel Blasts in the unit +1 SHO for that round of shooting. If this option is taken, each hit roll result of 1 raises this unit's suppression level by +1.

**MARKSMAN (+2):** Add (+2) to this model's SKL while firing, except during CQ Fighting.

**MISSION SPECIALIST:** This unit cannot control mission objective markers, though it can still contest them as usual.

**UNIT DESIGNATORS:** Angel

Ver: β2.0



# MATURE ANGEL

18 POINTS



These alien monsters can shift their void-gel form as needed, confounding and terrifying their prey.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Mature Angel	7(10)	3(4)	2	3(4)	3	12	4+	Behemoth

**UNIT SIZE:** 1 Mature Angel

**EQUIPMENT:** 2 Cybel Beams, Massive Cybel Maw, Void Gel Forms.

**ABILITIES:** Fearless, Fearsome (-2), Kinetic Blast, Mission Specialist, Rift.

**OPTIONS:**

- None.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Beam	18"	2	5	3	5+		Beam
Massive Cybel Maw	CQ	CQA	4	2	-	Melee	
Massive Void Gel Claw (Combat Form Only)	CQ	+1	5	2	-	Heavy, Melee	
Void Gel Tentacles (Slasher Form Only)	8"	3	3	1	3+	Pistol	Drag Unit

## ABILITY & EQUIPMENT SUMMARY

**BEAM:** If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

**DRAG UNIT:** If at least one of these attacks successfully hits, 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.

**FEARLESS:** This unit is never forced to retreat and ignores the **FEARSOME** ability on enemy units.

**FEARSOME (-2):** Enemy units within 8" have a (-2) modifier applied to their WP tests.

**KINETIC BLAST:** *Status action* - All other units within 8" (friend and foe), raise their suppression level by +1.

**MISSION SPECIALIST:** This unit cannot control mission objective markers, though it can still contest them as usual.

**MOBILE [WINGED FORM ONLY]:** Ignore the wild firing penalty for shooting after performing a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

**RIFT:** This model may move dynamically (see pg 18, Maelstrom's Edge Beta Rulebook).

**VOID GEL FORMS:** When deployed and at the start of each activation, choose a void gel form for the Mature Angel, the effects of which last only until a new form is chosen:

- **Combat Form:** Has +1 AV and is equipped with 2 Massive Void Gel Claws.
- **Slasher Form:** Is equipped with 2 Void Gel Tentacles. All models in enemy units within 8" suffer a -1 SHO penalty (to a minimum of 1) while targeting this unit.
- **Winged Form:** Has +3 MV, +1 EVS and the **MOBILE** ability.

**DAMAGED:** At FOR 5-8 can fire up to 3 weapons. At FOR 1-4 can fire up to 2 weapons.

**UNIT DESIGNATORS:** Angel

Ver: β2.0



# SHADOW WALKER

Rift teleportation allows these mysterious agents to infiltrate governments and battlefields alike.

## 7 POINTS



### MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Shadow Walker 10 5 4 2 3 3 3+ Infantry

**UNIT SIZE:** 1 Shadow Walker.

**EQUIPMENT:** Commune Reactor, Cybel Blade, Nox Pistol.

**ABILITIES:** Dodge (2), Fearsome (-1), Mission Specialist, Mobile, Rift, Scout.

#### OPTIONS:

- May be equipped with Cybel Mines: +1 pt.
- Up to 2 separate Shadow Walker units may be taken as a single **VANGUARD** unit selection.

### WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Cybel Blade CQ +1 5 2 - Melee

Nox Pistol 12" 2 4 2 6+ Pistol Gruesome Death, Nox Poison (+1)

#### ABILITY & EQUIPMENT SUMMARY

**COMMUNE REACTOR:** See pg 2 for details.

**CYBEL MINE:** *Shooting action* - Place a Cybel Mine token touching this model so long as it is not within 6" of the enemy. The area within 6" of a cybel mine is dangerous ground (+1) to enemy models. When a cybel mine raises an enemy unit's suppression level, that unit also suffers D3-1 injuries, and the mine token is removed from the table.

**DODGE (2):** Block up to (2) hits each round of shooting.

**FEARSOME (-1):** Enemy units within 8" have a (-1) modifier applied to their WP tests.

**GRUESOME DEATH:** When this weapon inflicts the final injury on an enemy model, causing it to be removed as a casualty, immediately raise that enemy unit's suppression level by +1.

**MISSION SPECIALIST:** This unit cannot control mission objective markers, though it can still contest them as usual.

**MOBILE:** Ignore the wild firing penalty for shooting after performing a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

**NOX POISON (+1):** (+1) DAM on **ARMORED** and **ORGANIC** models.

**RIFT:** This model may move dynamically (see pg 18, Maelstrom's Edge Beta Rulebook).

**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.

**UNIT DESIGNATORS:** Heirarch Caste, Organic, Solo

Ver: β2.0



## PROSELYTIZER

X Points



Embedded within military caste units, Proselytizers inspire their squadmates while sharing the Karist truth to unbelievers.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Proselytizer	7	4	0	1	1	1	4+	Infantry

**UNIT SIZE:** 1 Proselytizer.

**EQUIPMENT:** Commune Reactor, Cybel Scepter.

**ABILITIES:** Spread the Truth.

### OPTIONS:

- **Add-on:** May add 1 Proselytizer to the following units, without exceeding their normal maximum size:
  - Karist Troopers: +1 pt.
  - Karist Trooper Assault Squad: +1 pt.
  - Karist Trooper Heavy Squad: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Scepter	CQ	+1	4	2	-	Melee	

### ABILITY & EQUIPMENT SUMMARY

**COMMUNE REACTOR:** See pg 2 for details.

**SPREAD THE TRUTH:** *Status action* - Lower this unit's suppression level by up to -2. In addition, if there are any **ARMORED** or **ORGANIC** enemy units within 18", then the closest one raises its suppression level by +1.

**UNIT DESIGNATORS:** Organic, Priest Caste

Ver: β2.0



# KARIST ENCLAVE FACTION OBJECTIVES

## SECRET CACHE

*The Enclave moves to new worlds in secret, spreading their beliefs in hidden prayer meetings that shift from location to location to avoid the prejudice of the local ruling classes. Karist agents infiltrate the societies of these worlds, aiding these clandestine prayer groups and leaving secret caches of supplies for the growing Karist movement.*

(Control Objective) This is a special objective marker you place while deploying your force. It must be placed wholly within no-man's land. It may be placed within 12" of another objective marker. It can only be controlled by friendly units, though it can be contested. It can generate up to 3 VPs per game, after which it is removed.

- (each end phase) If a friendly unit controls your secret cache and you did not utilize the CACHE RESUPPLY ability (see below†) that turn, gain 1 VP.
- (final turn end phase) If a friendly unit controls your secret cache, gain all of its remaining VPs.

**Cache Resupply:** Once per turn during a round of shooting, a single friendly unit in control of the cache may opt to either re-roll their hit rolls or suppression tests.

### MODELING A SECRET CACHE

If you're up for the challenge, we encourage the budding Karist Enclave player to scratch-build or convert their own secret cache, which would look like a small crate, hidden opening to a bunker, etc.

## FIRST CONTACT

*Karists often utilize the fear of the unknown to frighten their foes into immediate surrender. Especially early on in a military campaign, Karist angel keepers will gather all of their angel minions together into a kind of shock force, designed specifically to terrify and intimidate the enemy.*

This objective may only be utilized if your force commander has the **ANGEL KEEPER** designator.

This objective can generate up to 3 VPs per game, after which your units no longer benefit from the **FEAR OF THE UNKNOWN** ability.

- Each time an enemy unit fails a WP test while within 8" of at least one of your **ANGEL** units, gain 1 VP.

**Fear of the Unknown:** All friendly models with the **ANGEL** designator either gain the **FEARSOME (-1)** ability, or increase their existing **FEARSOME** ability value by -1. For example, **FEARSOME (-1)** becomes **FEARSOME (-2)**.

## MARTYR TO THE CAUSE

*In the most desperate of times, a Kaddar Nova will detonate their cybel reactor, immolating themselves in a conflagration of cybel energy and real matter to swing the course of a battle and inspire their forces. A Kaddar Nova that chooses to obliterate themselves shows not only their utter dedication to the Karist way, but also the supreme belief that they are so prepared for ascension that not even the total loss of their body will prevent them from doing so.*

This objective may only be utilized if your force contains at least one Kaddar Nova.

Any of your units containing a Kaddar Nova may perform the following action when in contact with an enemy unit:

**Reactor Detonation:** *Shooting action* - The Kaddar Nova's unit and the enemy unit it is in contact with each suffer 2D6+1 injuries (roll once for both units). The detonating Kaddar Nova is automatically removed as a casualty before applying these injuries to models. If at least one enemy model is removed as a casualty from this attack, you gain +3 VPs and all friendly units on the table may lower their suppression level by -1, except for units composed entirely of **ANGEL** models.

Martyr to the Cause can generate up to 3 VPs per game. Subsequent reactor detonations can still be performed, they just do not generate further VPs.

# KARIST ENCLAVE EQUIPMENT

## KARIST ENCLAVE WEAPONS

While other factions shy away from utilising the potent yet unpredictable cybel energy in their weapons, the Karist Enclave embraces it with vigor. Raw cybel energy annihilates with real matter, and is absolutely devastating on unprotected flesh. Solid armor plating and cover can slow cybel energy for a time, however, this is only ever a temporary measure. Each cybel packet ablates away ever more of a target's defenses, eventually leaving them open for the killing blow.

### ANGEL WEAPONS

Angels sustain their improbable form by converting cybel energy, and can expel their food as a powerful projectile. The more mature an Angel, the more deadly and sustained its ranged cybel attack is. Older Angels are also able to form the void gel that makes up their physical form into deadly tentacles that lash out at the enemy, dragging them out of cover or simply ripping them apart. A close up encounter with an Angel is a fearsome experience, with their gaping maw expelling cybel energy that vaporises chunks of their foe's armour and causes massive damage on unarmoured flesh.

### CYBEL ENERGY LAUNCHERS

The Coriolis Launcher fires a cybel energy projectile designed to burst apart on impact, the resulting firestorm washing over any cover the enemy is hiding behind. The Cybel Lance is a weaponized version of the Angel's Cybel Beam, focused to fire shorter, but more lethal bursts, capable of piercing even the toughest armor.



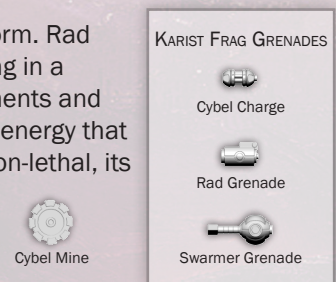
### CYBEL MELEE WEAPONS

Cybel melee weapons are commonly a mono-molecular blade or mace sheathed in cybel energy, contained inside an electromagnetic field. When the weapon strikes a target, the containment field drops for a fraction of a second, allowing the briefly freed cybel energy to annihilate a chunk of the target's armour while the follow-through from the physical weapon makes short work of what is left.



### KARIST GRENADES

The Karist Enclave crafts a range of grenades that all use cybel energy in some form. Rad Grenades slam a dense block of tungsten into a reservoir of cybel energy, resulting in a powerful blast of gamma radiation that can poison the strongest creature in moments and heavily damage electronic equipment. Swarmer Grenades are filled with na-cybel energy that has been processed through a commune reactor. While this energy is generally non-lethal, its presence can be disorienting to those unfamiliar with its painful, yet euphoric effects. Cybel Charges and the Cybel Mines carried by Shadow Walkers release a similar form of cybel energy to Pulse weaponry in a focused blast.



### KINETIC WEAPONS

Kinetic weaponry is rare technology, generally reserved for high ranking members of the Kaddar priesthood. A Kinetic Gauntlet uses the intense force generated when cybel energy annihilates with real matter to propel a wave of kinetic energy from the Gauntlet's fist all the way to its target, shattering a group of infantry or crumpling the armor of a tank. In the case of Kaddar Novae, their Kinetic Gauntlet is slaved to a large, man-portable Cybel Reactor, mounted on their back.



## PULSE WEAPONS

Karists have become known across the galaxy for their pulse energy weapons. They fire electro-magnetically controlled cybel energy packets that vaporize the target upon impact. The Mk2 version provides a deadlier projectile, but drains the ammo canister much more quickly, limiting its deployment to only veteran troopers with disciplined trigger control. The Ravager Pulse Cannon's larger bore allows it to fire larger cybel projectiles at a much higher volume.



Pulse Pistol



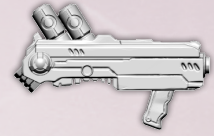
Pulse Pistol MkII



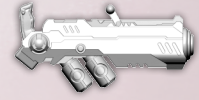
Pulse Carbine



Pulse Carbine MkII



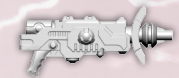
Ravager Pulse Cannon  
(Shoulder Configuration)



Ravager Pulse Cannon  
(Tempest Variant)

## RADWAVE WEAPONS

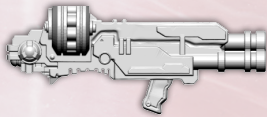
Radwave weapons fire a massive dose of crippling radiation that can poison the strongest creature in moments and damage electronic equipment. Radwave weapons only use cybel energy internally, by directing it to merge and annihilate a tiny portion of radioactive metal, thereby creating the radiation which is fired out of the weapon.



Radwave Emitter

## SOLID PROJECTILE CYBEL WEAPONRY

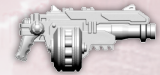
These weapons fire a solid projectile filled with a core of destructive cybel energy. The Ripper Grenade round bursts into a hail of razor-sharp shrapnel on impact, scattering enemies covering behind cover before the cybel round at the centre explodes. The Nox Pistol is a truly monstrous weapon, as its solid slug enters the target's body before deploying a deadly cybel energy payload, which then disintegrates the enemy from the inside.



Ripper Heavy Grenade Launcher



Nox Pistol



Ripper Grenade Launcher  
(Can be configured for  
Ripper or Swarmer rounds)

