

# FORCES OF THE KARIST ENCLAVE

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"What do you believe?"

The Epirians believe in money, the Artarians in status, the Broken in freedom. I was taught to believe in ascension. Who can tell what's wrong or right? How many of us believe truly in what our priests keep preaching? Who really believes being taken by the Maelstrom is a blessing, as long as you prepare body and spirit for its embrace? Who of us is certain of a blessed afterlife? Who knows they deserve it? Who knows this afterlife exists at all?

Living in the secluded comfort of a Karist community, it's easy to take ascension for granted and never doubt the priestly teachings. Having been amongst unbelievers as long as I have, one is exposed to contrary views. One is ridiculed for believing in the bizarre. Assumptions are challenged, more rational views promoted. Being so near the Edge one is forced to think: do I really want this thing to take me? Am I ready? What if we're all wrong? The desire to live suddenly becomes very strong when your faith is subjected to the ultimate test.

When sending our missionaries, deploying our troops, liberating worlds and recruiting novices, we believe this is all for the good of mankind and the people involved. Are we deluding them all? Do we rob them, by force, of a chance to escape the Maelstrom? So many say we do.

They are all wrong. The priests cannot prove ascension is real and neither can I. But I have been places, seen things. At the very least I know life in the Enclave is better than life elsewhere. We stick together, take care of everyone and allow people a dignified life. Where else do you find this? I have been all over the Edge and I can tell you: nowhere else. Even if ascension were a lie, the Enclave would still be doing right.

But it is no lie. It is not just life along the Edge that I have witnessed. It is not just the Angels. I have seen in the cybel gates and tunnels unmistakable proof the Maelstrom is not merely destructive energy. There is something there... Even if the priests do not have the full truth about the Maelstrom and ascension, we Karists are more right than anybody else. I no longer need to believe. I know. I am ready. I have seen everything on this side, now show me what's out there."

*These are the last words of Eden Hazo, Shadow Walker of the Karist Enclave.  
Died a hero at the age of eighty-two, during the battle of Andorus.  
He saved my life and my soul.*



# 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:



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

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

### ABILITY & EQUIPMENT SUMMARY

**COMMUNE REACTOR:** See page 120 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 up to (1) orders to friendly units within 18". When issuing an order to a **PRIEST CASTE** unit, 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: β2.1



## TRIARCH

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

6 Points



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



1-4



0-2



0-2



0-2

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

**COMMUNE REACTOR:** See page 120 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 up to (1) orders to friendly units 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: β2.1





## ANGEL KEEPER

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

6 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Angel Keeper	7	4	1	3	2	3	3+	Infantry
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**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, all of which must have the **ANGEL** designator:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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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, it can issue up to (1) orders to friendly units 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 page 120 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: β2.1



## KADDAR NOVA

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

10 Points



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



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

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

**COMMUNE REACTOR:** See page 120 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 model's **FIELD** ability value by -1 until it next activates. When firing an overloaded weapon, all other units (friend and foe) that are both within 12" and within 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 up to (2) orders to friendly units within 18". When issuing an order to a **PRIEST CASTE** unit, 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: β2.1





## 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 page 120 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 page 37 for details.

**UNIT DESIGNATORS:** Military Caste, Organic.

Ver: β2.1



## KARIST TROOPER ASSAULT SQUAD

8 Points



Specialized 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 page 120 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 page 37 for details.

**UNIT DESIGNATORS:** Military Caste, Organic.

Ver: β2.1





## 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 page 120 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 page 37 for details.

**UNIT DESIGNATORS:** Military Caste, Organic.

Ver: β2.1



## KARIST PRAETORIANS

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

7 Points



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 page 120 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 page 37 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: β2.1





## TEMPEST ELITES

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

8 Points



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 page 120 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 page 37 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: β2.1



## 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
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Angel Minnow	8	5	1	1	2	2	5+	Infantry
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**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
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Cybel Maw	CQ	CQA	3	2	-	Melee	
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Cybel Pulse	18"	1	3	2	5+		
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### 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, but can still contest them as usual. This unit is ignored when calculating zone objectives.

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

**RIFT:** This model may move dynamically (see page 24 for details).

**SACRIFICE:** When activating a Mature Angel, Angel Minnows from friendly units within 6" may be *sacrificed* (removed as a casualty). For each Minnow sacrificed, lower the Mature Angel's suppression level by up to -2 or heal up to 2 of its injuries (or 1 of each).

**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: β2.1





## 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
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Angel Hellblaster	6	4	1(3)	2	1	3	4+	Infantry
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**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
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Cybel Blast	24"	1+SB	4	2	4+	AoE	
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Cybel Maw	CQ	CQA	3	2	-	Melee	
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### 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, but can still contest them as usual. This unit is ignored when calculating zone objectives.

**UNIT DESIGNATORS:** Angel.

Ver: β2.1



## MATURE ANGEL

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

18 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Mature Angel	7(10)	3(4)	2	3(4)	3	12	4+	Behemoth
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**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
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Cybel Beam	18"	2	5	3	5+		Beam
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Massive Cybel Maw	CQ	CQA	4	2	-	Melee	
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Void Gel Forms

Massive Void Gel Claw	CQ	+1	5	2	-	Heavy, Melee	
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Void Gel Tentacles	8"	3	3	1	3+	Pistol	Drag Unit
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### ABILITY & EQUIPMENT SUMMARY

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

**DRAG UNIT:** At the end of a round of shooting, if one or more of these hits were not blocked by special defense, 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:** Ignore the **FEARSOME** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

**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. This action may be performed while in contact with an enemy unit.

**MISSION SPECIALIST:** This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

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

**RIFT:** This model may move dynamically (see page 24 for details).

**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, this model can fire up to 3 weapons.  
At FOR 1-4, this model can fire up to 2 weapons.

**UNIT DESIGNATORS:** Angel.

Ver: β2.1





## SHADOW WALKER

Rift teleportation and a gift for subterfuge allow 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 page 120 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, but can still contest them as usual. This unit is ignored when calculating zone objectives.

**MOBILE:** Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. 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 page 24 for details).

**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: β2.1



## PROSELYTIZER

Embedded within military caste units, Proselytizers inspire their squad mates while bringing the Karist truth to unbelievers.

X Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Proselytizer	7	4	0	1	1	1	4+	Infantry
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**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
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Cybel Scepter	CQ	+1	4	2	-	Melee	
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**ABILITY & EQUIPMENT SUMMARY**

**COMMUNE REACTOR:** See page 120 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: β2.1



# 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.

### MODELING A SECRET CACHE

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

- **(EACH END PHASE)** If a friendly unit controls your secret cache and you did not utilize the **CACHE RESUPPLY** ability 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.

## 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, but do not generate further VPs.