

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.

www.dakkadakka.com

www.facebook.com/groups/MaelstromsEdge

THE KARIST ENCLAVE

KARIST ENCLAVE 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. A unit containing any **ANGEL** models cannot utilize a Commune Reactor.

DESIGNATORS

ANGEL

Angels are a xenos model (for any attacks, abilities, etc., that specify they affect xenos models), however they are so radically different from all other known organisms, that they do not count as either organic or inorganic models. 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.

UNITS

<u>ANGEL KEEPER</u>	2
<u>KADDAR ALESSI NOVITIATE</u>	3
<u>KADDAR NOVA</u>	4
<u>TRIARCH</u>	5
<u>ANGEL MINNOW PACK</u>	6
<u>KARIST TROOPERS</u>	7
<u>KARIST TROOPER ASSAULT SQUAD</u>	8
<u>KARIST TROOPER HEAVY SQUAD</u>	9
<u>KARIST PRAETORIANS</u>	10
<u>ANGEL HELLBLASTERS</u>	11
<u>TEMPEST ELITES</u>	12
<u>SHADOW WALKER</u>	13
<u>MATURE ANGEL</u>	14
<u>PROSELYTIZER</u>	15
<u>KARIST ENCLAVE FACTION OBJECTIVES</u>	16



ANGEL KEEPER

POINTS: 6

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.

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

OPTIONS:

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



1-4



0-2



0-2



0-2

ABILITY AND 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 18", place an Angel Painted token on that target. **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 1 for details.

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

FORCED COMPLIANCE: Friendly **ANGEL** units within 18" ignore their own **KILL MISSION** 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, Human, Priest Caste



KADDAR ALESSI NOVITIATE

POINTS: 6

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.

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

OPTIONS:

- This detachment may include the following additional units:



1-4



0-2



0-2



0-2

ABILITY AND EQUIPMENT SUMMARY

COMMUNE REACTOR: See pg 1 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) 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.

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

UNIT DESIGNATORS: Character, Human, Kaddar, Priest Caste



KADDAR NOVA

POINTS: 10

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.

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

OPTIONS:

- This detachment may include the following additional units:



1-4



0-2



0-2



0-2

ABILITY AND EQUIPMENT SUMMARY

COMMUNE REACTOR: See pg 1 for details.

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

GAUNTLET OVERLOAD: During a Fire action, 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". Each 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, Human, Kaddar, Priest Caste



TRIARCH
POINTS: 6

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



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.

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	

OPTIONS:

- May replace Pulse Carbine Mk2 with Pulse Pistol Mk2: -1 pt.
- May replace a max of 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

ABILITY AND EQUIPMENT SUMMARY

COMMUNE REACTOR: See pg 1 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 make 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, Human, Military Caste



ANGEL MINNOW PACK

POINTS: 5

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, Kill Mission, Mobile, Rift, Sacrifice, Scout.

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

OPTIONS:

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

ABILITY AND EQUIPMENT SUMMARY

CYBEL FRENZY: During CQ Fighting, for each suppression level the target has, this unit gains +1 SHO (which can be utilized by any attacking weapon you choose), however each hit roll result of '1' raises this unit's suppression level by +1.

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

MOBILE: Ignore the wild firing penalty for shooting after making 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 main 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 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



KARIST TROOPERS

POINTS: 8

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



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.

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+	Short Ranged	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	24"	2+SB	5	1	3+	AoE, Heavy	Dispersed Fire

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 pt.
 - 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.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

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

COMMUNE REACTOR: See pg 1 for details.

FRAG GRENADES: See main rulebook for details.

UNIT DESIGNATORS: Human, Military Caste



KARIST TROOPER ASSAULT SQUAD

POINTS: 8

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.

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+	Short Ranged	Armor Piercing, Dispersed Fire
Ripper Grenade Launcher	18"	1+SB	4	1	3+	AoE	Dispersed Fire

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.
 - Ripper Grenade Launcher: +2 pts.
- Karist Trooper Quintarch may replace Pulse Carbine with Pulse Carbine Mk2: +1 pt.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

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

COMMUNE REACTOR: See pg 1 for details.

FRAG GRENADES: See main rulebook for details.

UNIT DESIGNATORS: Human, Military Caste



KARIST TROOPER HEAVY SQUAD

POINTS: 8

Pursuit of ascension sometimes requires heavier firepower.



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.

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

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.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

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

COMMUNE REACTOR: See pg 1 for details.

FRAG GRENADES: See main rulebook for details.

UNIT DESIGNATORS: Human, Military Caste



KARIST PRAETORIANS

POINTS: 7

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.

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+	Short Ranged	Armor Piercing, Dispersed Fire
Ripper Grenade Launcher	18"	1+SB	4	1	3+	AoE	Dispersed Fire

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.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

COMMUNE REACTOR: See pg 1 for details.

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

FRAG GRENADES: See main rulebook for details.

GLAIVE FIELD: Block up to 1 hit each round of shooting for each model with a Cybel Glaive. This is a **FIELD** ability, and if used to block hits, no other special defense may be used during the same round of shooting. If joined by a character who has a **FIELD** ability, instead add +1 to the character's **FIELD** ability value for each model with a Cybel Glaive.

UNIT DESIGNATORS: Human, Military Caste



ANGEL HELLBLASTERS

POINTS: 7

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, Kill Mission, Marksman (+2).

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blast	24"	1+SB	4	2	4+	AoE	
Cybel Maw	CQ	CQA	3	2	-		

OPTIONS:

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

ABILITY AND EQUIPMENT SUMMARY

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

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

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, up to a maximum of +1 SHO. 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.

UNIT DESIGNATORS: Angel



TEMPEST ELITES

POINTS: 8

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, Tempest Armor.

ABILITIES: None.

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	

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.

ABILITY AND EQUIPMENT SUMMARY

COMMUNE REACTOR: See pg 1 for details.

FRAG GRENADES: See main 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: Human, Military Caste



SHADOW WALKER

POINTS: 7

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



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), Kill Mission, Mobile, Rift, Scout.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Blade	CQ	+1	5	2	-	Melee	
Nox Pistol	12"	2	4	2	6+	Pistol	Poison (+1)

OPTIONS:

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

ABILITY AND EQUIPMENT SUMMARY

COMMUNE REACTOR: See pg 1 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.

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

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

POISON (+1): (+1) DAM on organic models.

RIFT: This model may move dynamically (see main rulebook).

SCOUT: When deploying your force, this unit may 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: Human, Hierarch Caste, Solo



MATURE ANGEL

POINTS: 18

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, Cybel Maw, Void Gel Forms.

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

DAMAGED
<ul style="list-style-type: none"> At FOR 5-8, this model can fire a max of 3 weapons. At FOR 1-4, this model can fire a max of 2 weapons.

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	+1	2	-	Heavy, Melee	
Void Gel Tentacles (Slasher Form Only)	8"	3	3	1	3+	Pistol	Drag Unit

OPTIONS:

- None.

ABILITY AND 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 attack successfully hits, move the target D6" directly towards your squad leader (or as close as possible) and facing your unit. Targets that are a large model, 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.

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

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

MOBILE [Winged Form only]: Ignore the wild firing penalty for shooting after making 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 main 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:

- Winged Form:** Has +3 MV, +1 EVS and the **MOBILE** ability.
- 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.

UNIT DESIGNATORS: Angel



PROSELYTIZER

POINTS: X

Embedded within military caste units, Proselytizers inspire their squad mates 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.

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

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.

ABILITY AND EQUIPMENT SUMMARY

COMMUNE REACTOR: See pg 1 for details.

SPREAD THE TRUTH: Status action - Lower this unit's suppression level by up to -2. In addition, if there are enemies within 18", then the closest enemy unit that contains at least one organic model raises its suppression level by +1.

UNIT DESIGNATORS: Human, Priest Caste

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.

This is a special objective marker you place while deploying your force. It must be placed wholly within no-man's land, and 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 a maximum of 3 VPs per game, after which it is removed.

- (Each end phase) If your side controls your secret cache and did not utilize the **CACHE RESUPPLY** ability (see below†) that turn, gain 1 VP.
- (Final turn end phase) If your side controls your secret cache, gain all of its remaining VPs.

MODELING A SECRET CACHE

We encourage the budding Karist Enclave player to scratchbuild or convert their own secret cache, which would look like a small crate, hidden opening to a bunker, etc.

Cache Resupply: Once per turn, a single friendly unit in control of the cache may opt to re-roll their failed hit rolls during a round of non-CQ shooting.

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 a maximum of 3 VPs per game, after which your units no longer benefit from the **IRRATIONAL FEAR** ability.

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

Irrational Fear: 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 - All models in the Kaddar Nova's unit and all models in the enemy unit it is in contact with suffer D6 injuries. The detonating Kaddar Nova is automatically removed as a casualty. If at least one enemy model is removed as casualty from this, you gain +3 VPs and all friendly units on the table may lower their suppression level by -1, except for units comprised entirely of **ANGEL** models.

Martyr to the Cause can generate a maximum of 3 VPs. Subsequent reactor detonations can still be performed, they just do not generate further VPs.