Forces Of The Kaigus Pact

Kaigus Pact Special Rules 218
Biologis Curator of Dissolution 219
Biologis Curator of Preservation 220
Biologis Curator of Restoration 221
Biomass Nodule 222
Orakan Shield Thralls 223
Tamakin Combat Thralls 224
Biologis Attendants 225
Muharis Sentinels 226
Muharis Sentinel Strongpoint 227
Krii Shatter Thralls 228
Krii Vapor Thralls 229

Intense focus. The concentration was easy to read on Mahrib's face, mingled with anxiety. Intense focus was required to transmit even a basic thought over such a distance. Concentration mingled with anxiety. If he could sweat, like a mere human, he would have been drowning in it. For something less clandestine he would have used a communications nodule to reach so far rather than taxing his own energies, but he couldn't risk this message being logged on the neural network. If the Biologis were to discover what he was up to, his position would be in jeopardy and the whole political balance on the ship would be irreparably upset.

Plans within plans and schemes within schemes. Sometimes Mahrib felt the Kaigus were their own worst enemy. This, though, needed to be done. The Biologis refused to consider how malite was changing the balance of power. Mired in tradition and cautious of the rapid changes happening around them as the Epirian presence in nearby sectors collapsed, they looked ever further inwards. The Kaigus Pact huddled fearfully in the shadows of systems they once ruled, before the Foundation bit into their territory. Systems where new riches had been found. Malite. If everyone else had it and they did not, their independence could not last. They would continue their slide into irrelevance. They needed the power and prestige that would come from malite, and now was the time to take what was rightfully theirs.

The plan was simple, by Kaigus standards. It involved only four key players. Curator Sahar was promised a share of the proceeds of their little operation, in order to procure her experimental Pentokin mining thralls. Of course, she thought they'd be stealing Hallanium. Proctat Rohu was similarly bribed to accompany the expedition and herd the Pentokin. Logahn was assigned to a feigned trade mission, in order to ferry the whole expedition to Hylan. Once there, Mahrib had his surgical strike planned to precision. Rohu would meet with an unfortunate accident just prior to their return trip. Information connecting Curator Sahar to the usage of unsanctioned species would regrettably leak to the Biologis. Boru, who owed Mahrib a favor, had been pressured to use a slightly older catalogue imprint for Rohu's rebirth, instead of the one she would surely record before departure. Done. Everything was accounted for. He would succeed.

Finally, he felt the acknowledgment pulse. All was in place. Time to move.

Mahrib stretched to his full twelve feet and clenched all four of his fists. A Muhari of the classic fold, Mahrib respected the Biologis and Alchemis, but ultimately it would always be the soldiers who safeguard the Kaigus Pact. His will would be done. Spurred by a quick thought pulse, his guardian Tamakin skittered into action and preceded him through the portal, their claws clacking idly as they scanned the corridor ahead for threats. It was odd how he, as a Kaigus, always needed to tread lightly in this galaxy torn to shreds. They were the most advanced life-form. The unchallenged masters of living matter. Once, they were the rulers of the void.

They would be again.

Kaigus Pact Special Rules

Thrall Units

Thrall species have been genetically perfected over centuries by the Biologis Sect to be the perfect servants: highly open to telepathic suggestion, obedient and designed to be effortlessly spawned into existence by the Biologis' micro-organic namites. While the Kaigus do sometimes spawn a few thrall creatures to accompany them in their landing craft, for the most part they prefer to grow thralls right on the battlefield, thereby giving themselves the maximum flexibility to produce the thrall units at the time and place they need them most.

You may not deploy more **Thrall** units onto the table than friendly **Progenitor** units. Any additional **Thrall** units in your force must be placed into reserve. **Thrall** units in reserve may either arrive normally using the standard rules for reserves, or they may be spawned directly onto the table via the **Hypergenesis** ability (that some **Progenitor** units have access to). **Hypergenesis** may only be used to spawn a **Thrall** unit that is either in reserve or has been destroyed previously in the game.

Spawning a Thrall Unit

To spawn a **Thrall** unit, first place the squad leader model of the unit being spawned so that it is within 9" of the unit that is spawning it, finishing by placing the rest of the unit's models in coherency. Spawned models must all be placed on the table in a valid position and also not within 6" of any enemy. A spawned unit activates normally the turn that it is spawned, except that it may only perform up to 2 actions, instead of the usual 3.

Spawning Reinforcement Thrall Units

While a **Thrall** unit that has been previously destroyed in the game can be brought back as a reinforcement using the standard method in the rulebook, you can instead elect to spawn it as a reinforcement via the **Hypergenesis** ability. Doing this costs a fixed amount of CPs, as noted in each **Thrall** unit's entry, which you must expend in order to spawn the reinforcement. Unlike with normal reinforcements, spawned reinforcements have no bidding war and may even be utilized in missions that do not otherwise allow reinforcements.

You may bring back up to 2 units as reinforcements per turn (one more than usual), so long as at least one of them is spawned (you can also elect to spawn 2 reinforcement units during a turn, if desired). If you attempt to bring back a standard reinforcement and lose the bidding war, you may only spawn 1 reinforcement unit the same turn. You **do not** have to declare in the command phase if you intend to spawn reinforcement units during that turn.

Biologis Curator of Dissolution — 10 Points

An aggressive Curator who uses acid and namites to decompose the enemy.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Biologis Curator of Dissolution	5	3	4	3	3	6	3+	Infantry

UNIT SIZE: 1 Biologis Curator of Dissolution.

EQUIPMENT: Genostaff (Curator Acid & Melee).

ABILITIES: Biologis Commander (2), Hypergenesis (3), Namite Deconstruction (3), Progenitor Character, Regrowth (1), Telepathic Communion.

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
Genostaff							
- Curator Acid	18"	1+D3	4	1	4+	Pistol	Acid (-2)
- Melee	CQ	+1	3	1	-	Melee	Poison (+1)

ABILITY & EQUIPMENT SUMMARY

ACID (-2): If one or more of these hits are not blocked by special defense, then before making armor rolls, all models in the target permanently reduce their AV by (-2), to a minimum of 0.

BIOLOGIS COMMANDER (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". In addition, when issuing an order to a **Biologis** unit, lower its suppression level by -2, instead of -1.

HYPERGENESIS (3): *Status action* - Spawn up to (3) **Thrall** units. See page 218 for full details.

NAMITE DECONSTRUCTION (3): *Free action* - Choose a single valid enemy unit target within 18" and expend up to (3) CPs. For each CP expended, either permanently reduce the AV characteristic of all models in the target unit by -1 (to a minimum of 0), or inflict an automatic injury on the target unit. This ability may not inflict injuries until all models in the target unit already have an AV characteristic of 0.

POISON (+1): (+1) DAM on **Organic** models.

PROGENITOR CHARACTER: This unit may not be nominated as a target while it is within 3" of another valid **Progenitor** target (that itself does not have the **Progenitor Character** ability), unless the firing unit is within short range.

REGROWTH (1): Each turn when this unit activates, it may heal up to (1) injuries.

TELEPATHIC COMMUNION: Friendly **Thrall** units within 18" may use this unit's WP characteristic instead of their own when taking a WP test.

UNIT DESIGNATORS: Biologis, Organic, Progenitor, Solo.

Ver: 2.0

Biologis Curator of Preservation

15 Points

A Curator who focuses on protection and concealment above all else.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Biologis Curator of Preservation	5	3	4	4	3	7	3+	Infantry

UNIT SIZE: 1 Biologis Curator of Preservation.

EQUIPMENT: Genostaff (Miasma & Melee).

ABILITIES: Armor Reinforcement, Biologis Commander (2), Hypergenesis (3), Progenitor Character, Protective Miasma, Regrowth (1), Telepathic Communion.

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
Genostaff							
- Miasma	24"	2+SB	3	1	2+	AoE	Confusion, Dispersed Fire
- Melee	CQ	+1	3	1	-	Melee	Poison (+1)

ABILITY & EQUIPMENT SUMMARY

ARMOR REINFORCEMENT: *Free action* - Choose a visible friendly unit within 9" and expend 1 CP. All models in the chosen unit permanently improve their AV characteristic by +1, up to +2 AV on any single model.

BIOLOGIS COMMANDER (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". In addition, when issuing an order to a **Biologis** unit, lower its suppression level by -2, instead of -1.

CONFUSION: Critical hit - The target is immediately confused: reduce the number of actions it may perform during its next activation by -1. If already confused, raise its suppression level by +1 instead.

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

HYPERGENESIS (3): *Status action* - Spawn up to (3) **Thrall** units. See page 218 for full details.

POISON (+1): (+1) DAM on **Organic** models.

PROGENITOR CHARACTER: This unit may not be nominated as a target while it is within 3" of another valid **Progenitor** target (that itself does not have the **Progenitor Character** ability), unless the firing unit is within short range.

PROTECTIVE MIASMA (2): When this unit performs a Take Cover action, place (2) additional Cover tokens on the unit.

REGROWTH (1): Each turn when this unit activates, it may heal up to (1) injuries.

TELEPATHIC COMMUNION: Friendly **Thrall** units within 18" may use this unit's WP characteristic instead of their own when taking a WP test.

UNIT DESIGNATORS: Biologis, Organic, Progenitor, Solo.

Ver: 2.0

Biologis Curator of Restoration — 13 Points

A Curator who has focused their mastery on the healing of Kaigus and thrall physiology.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Biologis Curator of Restoration	5	3	4	3	3	6	3+	Infantry

UNIT SIZE: 1 Biologis Curator of Restoration.

EQUIPMENT: Genostaff (Poison & Melee).

ABILITIES: Advanced Regrowth (3), Biologis Commander (2), Hypergenesis (3), Progenitor Character, Restore Thralls, Telepathic Communion.

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
Genostaff							
- Poison	18"	3	4	1	4+		Poison (+1)
- Melee	CQ	+1	3	1	-	Melee	Poison (+1)

ABILITY & EQUIPMENT SUMMARY

ADVANCED REGROWTH (3): Each turn when this unit activates, it may heal up to (3) injuries. If this unit has no injuries when it activates, it may instead heal up to (3) injuries from a single friendly unit within 9".

BIOLOGIS COMMANDER (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". In addition, when issuing an order to a **Biologis** unit, lower its suppression level by -2, instead of -1.

HYPERGENESIS (3): *Status action* - Spawn up to (3) **Thrall** units. See page 218 for full details.

POISON (+1): (+1) DAM on **Organic** models.

PROGENITOR CHARACTER: This unit may not be nominated as a target while it is within 3" of another valid **Progenitor** target (that itself does not have the **Progenitor Character** ability), unless the firing unit is within short range.

RESTORE THRALLS: *Free action* - expend 1 CP and choose a friendly **Thrall** unit within 9" that has suffered at least one casualty. Restore up to 3 models back to the unit, provided they are FOR 1 models. If the models are FOR 2+, then only a single model is restored instead.

TELEPATHIC COMMUNION: Friendly **Thrall** units within 18" may use this unit's WP characteristic instead of their own when taking a WP test.

UNIT DESIGNATORS: Biologis, Organic, Progenitor, Solo.

Ver: 2.0

Biomass Nodule

3 Points

A massive repository of oozing, sinewy organic material dropped from orbit in a protective shell, used to spawn thrall creatures.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Biomass Nodule	0	1	0	0	0	12	-	Behemoth

UNIT SIZE: 1 Biomass Nodule.

EQUIPMENT: None.

ABILITIES: Grist for the Mill, Inactive, Orbital Crash, Mission Specialist.

OPTIONS:

- Up to 2 separate Biomass Nodule units may be taken as a single **Core** unit selection. However, you may not have more Biomass Nodule **Core** unit selections in a detachment than you have non-Biomass Nodule **Core** unit selections.

ABILITY & EQUIPMENT SUMMARY

GRIST FOR THE MILL: When deploying your force, for each Biomass Nodule you deploy, you may deploy one more **Thrall** unit than is normally allowed. When a **Progenitor** unit within 9" of one or more friendly Biomass Nodules spawns a reinforcement **Thrall** unit, reduce the cost to spawn that unit by -1 CP (to a minimum of 0).

INACTIVE: Once on the table, a Biomass Nodule is not activated each turn, cannot take any actions, move or be moved. It does not have a rear arc and its suppression level is never raised.

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

ORBITAL CRASH: A Biomass Nodule in reserve (or returning as a reinforcement) may be activated, but only to arrive via Orbital Crash. Orbital Crash is a movement action, which allows you to place the Biomass Nodule in any valid position anywhere on the table not within 6" of any enemy.

UNIT DESIGNATORS: Inactive, Organic.

Ver: 2.0

Orakan Shield Thralls

6 Points

Grown with an especially large and dense head carapace, the Orakan is used as mobile cover by Kaigus forces.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Orakan Shield Thrall	6	4	1	5(1)	2	3	6+	Infantry

UNIT SIZE: 2 Orakan Shield Thralls.

EQUIPMENT: Orakan Headbutt.

ABILITIES: Bull Charge, Rampage, Rear Armor (-4), Shieldwall, Spawned Reinforcement (Orakan), Thrall Unit.

OPTIONS:

- May add 1 more Orakan Shield Thrall: +4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Orakan Headbutt	CQ	CQA*	4	1	-	Melee	*Bull Charge

ABILITY & EQUIPMENT SUMMARY

BULL CHARGE: During a round of CQ Fighting immediately following a Charge action, increase the model's CQA characteristic by an amount equal to the unit's current suppression level.

RAMPAGE: During a round of CQ Fighting immediately following a Charge action, this unit does not reduce its SKL due to suppression.

REAR ARMOR (-4): When attacked in its rear arc, reduce this model's AV by (-4) for the duration of the attack (to a minimum of 0) instead of the usual -1 AV penalty.

SHIELDWALL: A friendly standard sized unit that is taking cover and has at least half of their models, including their squad leader, in base contact with this unit counts as being behind a cover value 3 terrain obstacle. However, for each hit that the friendly unit blocks via cover, roll a D6: on a result of 1 or 2, raise this unit's suppression level by +1. Ignore the **Shieldwall** ability while this unit is on the move.

SPAWNED REINFORCEMENT (ORAKAN): Expend 2 CPs to spawn this unit as a reinforcement if it contains 2 models, or 3 CPs if it contains 3 models. See page 218 for full details.

THRALL UNIT: You may not deploy more **Thrall** units than friendly **Progenitor** units. See page 218 for full details.

UNIT DESIGNATORS: Organic, Thrall.

Ver: 2.0

Tamakin Combat Thralls

4 Points

The easiest thrall species to grow, Tamakin provide the Pact with an endless supply of obedient foot soldiers.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Tamakin Combat Thrall	7	4	1	2	1	1	6+	Infantry

UNIT SIZE: 4 Tamakin Combat Thralls.

EQUIPMENT: Tamakin Dart Pods.

ABILITIES: Spawned Reinforcement (Tamakin), Thrall Unit.

OPTIONS:

- May add up to 2 more Tamakin Combat Thralls: +2 pts each.
- Any model may replace Tamakin Dart Pods with Tamakin Ripper Claws: +0 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Tamakin Dart Pods	12"	1	3	1	6+	SR	
Tamakin Ripper Claws	CQ	+2	3	1	-	Melee	Stinger

ABILITY & EQUIPMENT SUMMARY

SPAWNED REINFORCEMENT (TAMAKIN): Expend 1 CP to spawn this unit as a reinforcement if it contains 4 models, or 2 CPs if it contains 5 or more models. See page 218 for full details.

STINGER: Critical hit - +2 PEN and also +1 DAM on **Armored** and **Organic** models.

THRALL UNIT: You may not deploy more **Thrall** units than friendly **Progenitor** units. See page 218 for full details.

UNIT DESIGNATORS: Organic, Thrall.

Ver: 2.0

Biologis Attendants — 9 Points

Attendant units are deployed into battle to grow thrall units and overwhelm enemy forces.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Biologis Attendant	5	3	3	3	3	5	3+	Infantry
Biologis Proctat	5	3	3	3	3	5	3+	Infantry (Squad Leader)

UNIT SIZE: 2 Biologis Attendants.

EQUIPMENT: *Biologis Attendant*: Biologis Dart Host.
Biologis Proctat: None.

ABILITIES: Hypergenesis (2), Regrowth (1), Telepathic Communion.

OPTIONS:

- May add 1 more Biologis Attendant: +5 pts.
- Any Biologis Attendant may replace Biologis Dart Host with Ripper Claw: -2 pts each.
- A single Biologis Attendant unit may be taken as a **Core** unit selection in a detachment led by a **Biologis** Command unit.
- May replace up to 1 Biologis Attendant with Biologis Proctat: +2 pts.
- Biologis Proctat must choose a Proctat Focus:
  - Dissolution: +0 pts.
  - Restoration: +2 pts.
  - Preservation: +3 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Biologis Dart Host	18"	3	4	1	4+		Poison (+1)
Genostaff							
- Acid	18"	1+D3	4	1	4+	Pistol	Acid (-1)
- Poison	18"	3	4	1	4+		Poison (+1)
- Miasma	24"	2+SB	3	1	2+	AoE	Confusion, Dispersed Fire
- Melee	CQ	+1	3	1	-	Melee	Poison (+1)
Ripper Claw	CQ	+1	4	2	-	Melee	Stinger

ABILITY & EQUIPMENT SUMMARY

ACID (-1): If one or more of these hits are not blocked by special defense, then before making armor rolls, all models in the target permanently reduce their AV by (-1), to a minimum of 0.

CONFUSION: Critical hit - The target is immediately confused: reduce the number of actions it may perform during its next activation by -1. If already confused, raise its suppression level by +1 instead.

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

HYPERGENESIS (2): *Status action* - Spawn up to (2) **Thrall** units. See page 218 for full details.

POISON (+1): (+1) DAM on **Organic** models.

PROCTAT FOCUS:

- **Dissolution:** Equipped with Genostaff (Acid & Melee). When performing a Fire action against a target within 12", all models in the target unit reduce their AV by -1 for the rest of the game, to a minimum of 0.
- **Restoration:** Equipped with Genostaff (Poison & Melee). The unit's Regrowth ability is improved by (+1).
- **Preservation:** Equipped with Genostaff (Miasma & Melee). When this unit performs a Take Cover action, place 1 additional Cover token on the unit.

REGROWTH (1): Each turn when this unit activates, you may heal up to (1) injuries from the unit.

STINGER: Critical hit - +2 PEN and also +1 DAM on **Armored** and **Organic** models.

TELEPATHIC COMMUNION: Friendly **Thrall** units within 18" may use this unit's WP characteristic instead of their own when taking a WP test.

UNIT DESIGNATORS: Biologis, Organic, Progenitor.

Ver: 2.1

Muharis Sentinels

9 Points

The backbone of the Kaigus Pact military, Sentinels are tasked with leading thrall species into battle.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Muharis Sentinel	5	3	3	3	3	5	3+	Infantry
Muharis Alpha	5	3	3	3	3	6	3+	Infantry (Squad Leader)
Biologis Adept	5	3	3	3	3	5	3+	Infantry (Squad Leader

UNIT SIZE: 2 Muharis Sentinels.

EQUIPMENT: Dart Host.

ABILITIES: *Muharis Sentinel*: Telepathic Communion, Thrall Commander.
Muharis Alpha: Rally Point, Telepathic Communion, Thrall Commander.
Biologis Adept: Hypergenesis, Telepathic Communion.

OPTIONS:

- May add 1 more Muharis Sentinel: +5 pts.
- Any model may replace Dart Host with Ripper Claw: -2 pts each.
- 1 Muharis Sentinel may replace Dart Host with:
  - Brood Launcher: +3 pts.
  - Heavy Dart Host: +2 pts.
  - Spike Rifle: +4 pts.
- May replace up to 1 Muharis Sentinel with:
  - Muharis Alpha: +2 pts.
  - Biologis Adept: +2 pts.
- Muharis Alpha may replace Dart Host with:
  - Brood Injector: +0 pts.
  - Electrified Heavy Dart Host: +3 pts.
  - Repeater Spike Rifle: +5 pts.
- A single Muharis Sentinel unit may be taken as a **Core** unit selection in a detachment led by a **Muharis** Command unit.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Brood Injector	CQ	+1	5	2	-	Melee	Embedded Charge (+4)
Brood Launcher	30"	1+SB	4	2	3+	AoE	
Dart Host	24"	3	4	1	4+		
Electrified Heavy Dart Host	30"	5	4	1	3+		Shock (+1)
Heavy Dart Host	30"	5	4	1	3+		
Repeater Spike Rifle	36"	3	5	4	5+		Armor Piercing
Ripper Claw	CQ	+1	4	2	-	Melee	Stinger
Spike Rifle	36"	2	5	4	5+		Armor Piercing

ABILITY & EQUIPMENT SUMMARY

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

EMBEDDED CHARGE (+4): The first hit from this weapon applied to each large model during a round of shooting inflicts an additional (+4) damage.

HYPERGENESIS (1): *Status action* - Spawn up to (1) **Thrall** units. See page 218 for full details.

RALLY POINT: *Status action* - This unit, and all friendly **Thrall** units within 9", immediately lower their suppression level by -1.

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

STINGER: Critical hit - +2 PEN and also +1 DAM on **Armored** and **Organic** models.

TELEPATHIC COMMUNION: Friendly **Thrall** units within 18" may use this unit's WP characteristic instead of their own when taking a WP test.

THRALL COMMANDER: Each turn during its activation, this unit can issue 1 order to a friendly **Thrall** unit within 18", as though it had the **Command** ability. If this unit contains a Muharis Alpha, when issuing an order to a **Thrall** unit, lower its suppression level by -2, instead of -1.

UNIT DESIGNATORS: *Muharis Sentinel & Muharis Alpha:* Muharis, Organic, Progenitor.
Biologis Adept: Biologis, Organic, Progenitor.

Ver: 2.0

Muharis Sentinel Strongpoint — 9 Points

Strongpoint squads utilize the deadliest Muharis weaponry, perfected over millennia and countless iterations.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Muharis Sentinel	5	3	3	3	3	5	3+	Infantry
Muharis Alpha	5	3	3	3	3	6	3+	Infantry (Squad Leader)

UNIT SIZE: 2 Muharis Sentinels.

EQUIPMENT: Dart Host.

ABILITIES: *Muharis Sentinel:* Telepathic Communion, Thrall Commander.
Muharis Alpha: Rally Point, Telepathic Communion, Thrall Commander.

OPTIONS:

- May add 1 more Muharis Sentinel: +5 pts.
- Up to 2 Muharis Sentinels may replace Dart Host with:
  - Brood Launcher: +3 pts.
  - Heavy Dart Host: +2 pts.
  - Spike Rifle: +4 pts.
- May replace up to 1 Muharis Sentinel with Muharis Alpha: +2 pts.
- Muharis Alpha may replace Dart Host with:
  - Electrified Heavy Dart Host: +3 pts.
  - Repeater Spike Rifle: +5 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Brood Launcher	30"	1+SB	4	2	3+	AoE	
Dart Host	24"	3	4	1	4+		
Electrified Heavy Dart Host	30"	5	4	1	3+		Shock (+1)
Heavy Dart Host	30"	5	4	1	3+		
Repeater Spike Rifle	36"	3	5	4	5+		Armor Piercing
Spike Rifle	36"	2	5	4	5+		Armor Piercing

ABILITY & EQUIPMENT SUMMARY

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

RALLY POINT: *Status action* - This unit, and all friendly **Thrall** units within 9", immediately lower their suppression level by -1.

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

TELEPATHIC COMMUNION: Friendly **Thrall** units within 18" may use this unit's WP characteristic instead of their own when taking a WP test.

THRALL COMMANDER: Each turn during its activation, this unit can issue 1 order to a friendly **Thrall** unit within 18", as though it had the **Command** ability. If this unit contains a Muharis Alpha, when issuing an order to a **Thrall** unit, lower its suppression level by -2, instead of -1.

UNIT DESIGNATORS: Muharis, Organic, Progenitor.

Ver: 2.0

Krii Shatter Thralls — 6 Points

Upon reaching their target, Shatter Thralls detonate, spraying the area with shards of razor sharp chitin.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Krii Shatter Thrall	7	4	1	1	3	3	6+	Swarm

UNIT SIZE: 2 Krii Shatter Thralls.

EQUIPMENT: None.

ABILITIES: Concussive Blast, Mission Specialist, Scout, Self-Detonation, Spawned Reinforcement (Krii), Thrall Unit.

OPTIONS:

- May add up to 2 more Krii Shatter Thralls: +4 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Self-Detonation	CQ	3*	5	2	-	Melee	Targeted Detonation, *Variable Attack

ABILITY & EQUIPMENT SUMMARY

CONCUSSIVE BLAST: When this unit suffers damage during a round of shooting (including via their own **Self-Detonation** ability), all other units within 6" (before any models in this unit are removed as casualties) have their suppression level raised by an amount equal to **half** the number of injuries suffered by models in this unit during that 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.

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.

SELF-DETONATION: When performing a CQ Fighting action, Shatter Thralls must attack using the Self-Detonation weapon profile. After which, all models in the unit automatically suffer enough injuries to be removed as casualties.

SPAWNED REINFORCEMENT (KRII): Expend 2 CPs to spawn this unit as a reinforcement if it contains 2 models, or 3 CPs if it contains 3 or more models. See page 218 for full details.

TARGETED DETONATION: When attacking, add +1 to each hit roll result.

THRALL UNIT: You may not deploy more **Thrall** units than friendly **Progenitor** units. See page 218 for full details.

VARIABLE ATTACK: Reduce this weapon's SHO by -1 for each injury the model currently has.

UNIT DESIGNATORS: Organic, Thrall.

Ver: 2.0

Krii Vapor Thralls

6 Points

Clouds of gas pour from Vapor Thralls, providing either obfuscation or deadly airborne toxins.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Krii Vapor Thrall	6	4(5)	1	1	3	3	6+	Swarm

UNIT SIZE: 2 Krii Vapor Thralls.

EQUIPMENT: Krii Mandibles.

ABILITIES: Mission Specialist, Spawned Reinforcement (Krii), Thrall Unit, Vapor Emission.

OPTIONS:

- May add up to 2 more Krii Vapor Thralls: +4 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Krii Mandibles	CQ	3*	3	1	-	Melee	*Variable Attack

ABILITY & EQUIPMENT SUMMARY

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

SPAWNED REINFORCEMENT (KRII): Expend 2 CPs to spawn this unit as a reinforcement if it contains 2 models, or 3 CPs if it contains 3 or more models. See page 218 for full details.

THRALL UNIT: You may not deploy more **Thrall** units than friendly **Progenitor** units. See page 218 for full details.

VAPOR EMISSION: *Status action* - choose 1 of the following vapor profiles for the unit, the effects of which last until the unit next activates:

- **CONCEALING VAPOR:** Other units cannot draw line of sight through or over this unit. This unit can still be spotted and targeted, but their EVS is improved by +1. If this unit is deployed on the table, it automatically starts the game with this vapor profile in effect until it first activates.
- **POISONOUS VAPOR:** Enemy units with at least one **Organic** model treat the area within 6" of this unit as dangerous ground (+1). This suppression penalty increases to (+2) while this unit contains 3 or more models.

VARIABLE ATTACK: Reduce this weapon's SHO by -1 for each injury the model currently has.

UNIT DESIGNATORS: Organic, Thrall.

Ver: 2.0

Kaigus Pact Faction Objectives

DNA Harvest

The Biologis are always looking to procure new DNA samples to refine their thrall species. When a foe falls nearby, the namites which collect this fresh DNA often exhibit an unexplained surge of activity, almost as though affected by a narcotic.

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

Once per turn, when an enemy unit is destroyed within 12" of a friendly **Biologis** unit, that unit may opt to utilize the **Energized Namites** ability. This objective can generate up to 3 VPs per game, after which your units may no longer utilize **Energized Namites**.

- (**Each end phase**) If you utilized the **Energized Namites** ability that turn, gain 1 VP.
- (**Final turn end phase**) If you have at least one **Biologis** unit on the table, gain all of this objective's remaining VPs.

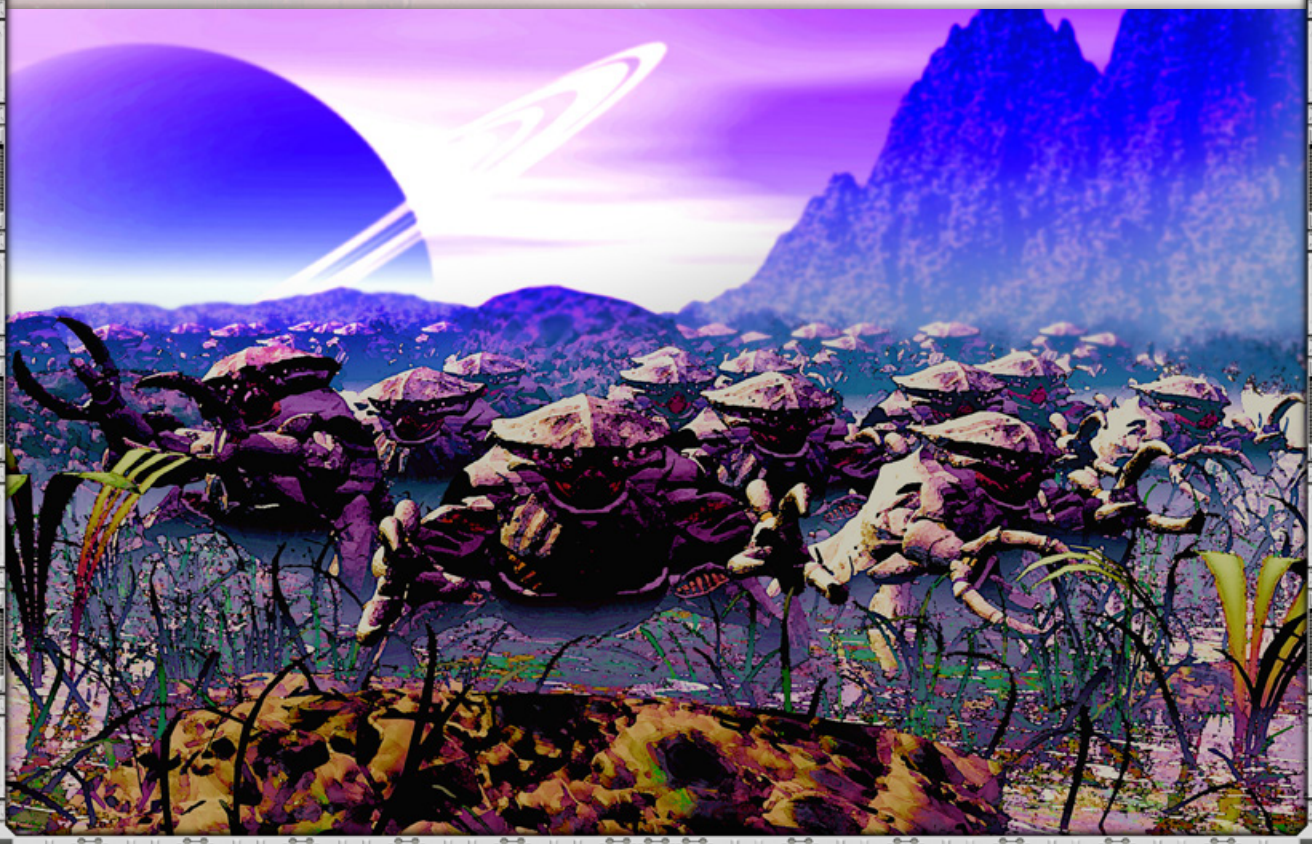
Energized Namites: Each friendly **Progenitor** and **Thrall** unit within 9" of this unit may choose 1:

- Reduce the unit's suppression level by -1.
- Heal 1 injury from the unit.
- If it is a **Thrall** unit which has suffered at least one casualty, restore up to 1 model back to the unit, provided it is a FOR 1 model.

Wave of Flesh

The Kaigus Pact specialize in wearing out their foes in a never-ending stream of thrall creatures, spawned as quickly as the enemy can cut them down.

Once per turn, when a friendly **Thrall** unit is destroyed, you may opt to either gain +1 VP, or reduce the cost of your next spawned reinforcement unit by -1 CP (to a minimum of 0). This objective can generate up to 3 VPs per game, after which this objective provides you no additional benefit for the destruction of further friendly **Thrall** units.



Kaigus Pact Weapons

Dart Hosts

The Dart Host is the standard weapon of the Kaigus Pact, and various modifications of the basic design are used throughout Kaigus forces. The symbiote contains an internal reservoir of chitin darts that are launched by muscular membranes out of a bank of orifices. The resultant barrage is deadly against light armor and fleshy targets. Biologis Attendants carry a modified symbiote that looks identical to a regular Dart Host but carries poisoned darts. The Heavy Dart Host is a larger variant, capable of flinging more darts over a greater distance, while the Tamakin's Dart Pods are a much smaller, weaker Host. Some Muharis Alphas carry an Alchemis modification, the Electrified Heavy Dart Host, which includes an additional melded symbiote that imbues the darts with an electrical charge to shock and stun their targets.

Dart Host

Heavy Dart Host

Tamakin Dart Pod

Electrified Heavy Dart Host

Brood Launchers

Little more than a large, fleshy sac with a gaping chitin maw, the Brood Launcher holds within it a supply of egg-like spheres. A sudden contraction of the launcher's diaphragm flings these projectiles like a grenade launcher. The projectiles explode on impact, showering the surrounding area with sharp chitin fragments and acidic bile.

Brood Launcher

Genostaffs

A combination of weapon, tool and badge of office, a Genostaff is crafted by a Biologis as a rite of passage, marking their ascension from Adept to Proctat. This is when a Biologis chooses a focus for their continuing study, and this is reflected in the type of staff they create. A Dissolution-focused staff carries a symbiote that spits out a powerful acid spray. A smaller variant of the Brood Launcher is incorporated into a Preservation-focused staff, capable of launching small gassy globules which erupt upon impact, wreathing the target in a disorienting smoke. A Restoration-focused staff contains a namite hive, as this Biologis aims to enhance and perfect the use of namites to heal and restore all Kaigus bioforms.

Genostaff - Dissolution

Genostaff - Preservation

Genostaff - Restoration

Spike Rifles

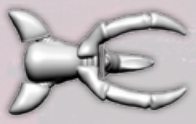
Similarly to the Dart Host, the Spike Rifle consists of a symbiote that ejects incredibly dense chitin spikes. The Spike Rifle only fires a single spike at a time, but these are larger spikes with a hardened tip that can punch through even the toughest armor and inflict massive damage on larger targets. Muharis Alphas have access to the Repeater Spike Rifle, a variant which has several holding cavities for the spikes and so is able to fire multiple spikes in rapid succession.

Spike Rifle

Repeater Spike Rifle

Ripper Claws

This claw-shaped symbiote is designed for use in close combat. A favorite amongst Muharis, it is also used by Biologis Attendants, and a smaller variant is grown to enhance the close-quarters fighting ability of Tamakin. Formidable weapons in their own right, the elongated talons can be used to grab onto an enemy, securing them in place for the Ripper to deliver a deadly poison-filled stinger into their body. The variant carried by Muharis Alphas is known as a Brood Injector, and replaces the poison with a smaller variety of Brood Launcher round. This round detonates after being injected by the stinger into an enemy, causing catastrophic internal damage.


Ripper Claw

Tamakin Ripper Claw

Brood Injector

Kaigus Pact Sample Roster – 120 Points

Biologis Curator of Restoration 13 Pts
- Genostaff

Tamakin Combat Thralls 8 Pts
- 6 x Tamakin Combat Thralls
  - Tamakin Dart Pods

Tamakin Combat Thralls 8 Pts
- 6 x Tamakin Combat Thralls
  - Tamakin Dart Pods

Tamakin Combat Thralls 8 Pts
- 6 x Tamakin Combat Thralls
  - Tamakin Ripper Claws

Biomass Nodule 3 Pts

Biomass Nodule 3 Pts

Muharis Sentinels 16 Pts
- 2 x Muharis Sentinels & Biologis Adept
  - Dart Host

Biologis Attendants 18 Pts
- 2 x Biologis Attendants
  - Biologis Dart Host
- Biologis Proctat
  - Genostaff (Restoration)

Krii Shatter Thralls 14 Pts
- 4 x Krii Shatter Thralls.

Krii Shatter Thralls 14 Pts
- 4 x Krii Shatter Thralls.

Muharis Sentinel Strongpoint 15 Pts
- 2 x Muharis Sentinels
  - Brood Launcher

Building Better Soldiers

Kaigus Pact troops are massive, powerful fighters with impressive weaponry, who go to war backed up by hordes of bio-engineered thralls.

This force is structured around quick and easy creation of new thrall units. The Hypergenesis ability of the various Biologis units is made more effective by the two Biomass Nodules reducing the number of command points needed for spawning. The Wave of Flesh faction objective can reduce the spawn points even further, or be used to take advantage of the thrall casualties for additional VPs.

The Biomass Nodules' Grist for the Mill ability also means that all of the thralls can be deployed on the table from the start, allowing them to be thrown in waves at the enemy lines and replaced as needed. Tamakin can harass enemy troops with dart pods and ripper claws, while the Krii can target heavier units with their self-detonation, decimating them with a combination of damage and massive amounts of suppression.

While thralls have poor WP on their own, the presence of the Progenitor units with Telepathic Communion grant them the same discipline as their nearby controllers, and the Muharis Thrall Commander ability keeps the thralls' suppression under control. The Progenitor units are few in number, but their high FOR characteristic coupled with the Regrowth ability on the Attendants and Curator make them extremely difficult to kill, ensuring that they last throughout the battle to keep throwing endless waves of thralls at the enemy.

With the Curator in command, the force can alternatively make use of the DNA Harvest faction objective, which allows command points to be refocused into suppression control while Energized Namites and the Curator's Restore Thralls ability are used to keep thrall units alive for longer, reducing the need to spawn new units.