

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: 2.0



TRIARCH

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

6 Points



MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Triarch 6 4 4 3 2 2 3+ Infantry

UNIT SIZE: 1 Triarch.

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

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

OPTIONS:

- May replace Pulse Carbine Mk2 with Pulse Pistol Mk2: -1 pt.
- May replace up to 1 Pulse Pistol Mk2 with Cybel Blade: -1 pt.
- This detachment may include the following additional units:



WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Cybel Blade CQ +1 5 2 - Melee

Pulse Carbine Mk2 18" 1 5 2 5+

Pulse Pistol Mk2 12" 1 5 2 6+ Pistol

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See 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: 2.0



ANGEL KEEPER

6 POINTS



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

MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Angel Keeper 7 4 1 3 2 3 3+ Infantry

UNIT SIZE: 1 Angel Keeper.

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

ABILITIES: Angel Keeper (1), Forced Compliance.

OPTIONS:

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



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

WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Cybel Goad CQ +1 4 2 - Melee Goad (Angel)

Pulse Pistol 12" 1 4 2 6+ Pistol

Ripper Grenade Launcher 18" 1+SB 4 1 3+ AoE Dispersed Fire

Swarmer Grenade Launcher 18" 2+SB 2 1 2+ AoE Angel Paint, Dispersed Fire

ABILITY & EQUIPMENT SUMMARY

ANGEL KEEPER (1): This model has the **COMMAND (1)** ability, which means it generates (1) extra CPs per turn, and each turn during its activation, 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: 2.0



KADDAR NOVA

10 Points



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

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

UNIT SIZE: 1 Kaddar Nova.

EQUIPMENT: Commune Reactor, Kinetic Gauntlet.

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

OPTIONS:

- This detachment may include the following additional units:



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

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See 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: 2.0



KARIST TROOPERS

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

8 POINTS



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

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

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

ABILITIES: None.

OPTIONS:

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

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

ABILITY & EQUIPMENT SUMMARY

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

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.

COMMUNE REACTOR: See page 120 for details.

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

UNIT DESIGNATORS: Military Caste, Organic.

Ver: 2.0



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: 2.0



KARIST TROOPER HEAVY SQUAD

Pursuit of ascension sometimes requires heavier firepower.

8 POINTS



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

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

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

ABILITIES: None.

OPTIONS:

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

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

ABILITY & EQUIPMENT SUMMARY

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

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.

COMMUNE REACTOR: See page 120 for details.

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

UNIT DESIGNATORS: Military Caste, Organic.



KARIST PRAETORIANS

7 POINTS



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

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

UNIT SIZE: 1 Praetorian, 1 Praetorian Tetrarch.

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

ABILITIES: None.

OPTIONS:

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

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

ABILITY & EQUIPMENT SUMMARY

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

COMMUNE REACTOR: See 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: 2.0



TEMPEST ELITES

8 Points



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

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

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

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

ABILITIES: None.

OPTIONS:

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

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

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See 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: 2.0



ANGEL MINNOW PACK

5 Points



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

MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Angel Minnow 8 5 1 1 2 2 5+ Infantry

UNIT SIZE: 3 Angel Minnows.

EQUIPMENT: Cybel Maw, Cybel Pulse.

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

OPTIONS:

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

WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Cybel Maw CQ CQA 3 2 - Melee

Cybel Pulse 18" 1 3 2 5+

ABILITY & EQUIPMENT SUMMARY

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

MISSION SPECIALIST: This unit cannot control mission objective markers, 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: 2.0



ANGEL HELLBLASTERS

7 POINTS



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

MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

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

UNIT SIZE: 2 Angel Hellblasters.

EQUIPMENT: Cybel Blast, Cybel Maw.

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

OPTIONS:

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

WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

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

Cybel Maw CQ CQA 3 2 - Melee

ABILITY & EQUIPMENT SUMMARY

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

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

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

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

UNIT DESIGNATORS: Angel.

Ver: 2.0



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

Mature Angel 7(10) 3(4) 2 3(4) 3 12 4+ Behemoth

UNIT SIZE: 1 Mature Angel

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

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

OPTIONS:

- None.

WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Cybel Beam 18" 2 5 3 5+ Beam

Massive Cybel Maw CQ CQA 4 2 - Melee

Void Gel Forms

Massive Void Gel Claw CQ +1 5 2 - Heavy, Melee

Void Gel Tentacles 8" 3 3 1 3+ Pistol Drag Unit

ABILITY & EQUIPMENT SUMMARY

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

DRAG UNIT: 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: 2.0



SHADOW WALKER

7 POINTS



Rift teleportation and a gift for subterfuge allow 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), 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: 2.0



PROSELYTIZER

X POINTS



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

MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Proselytizer 7 4 0 1 1 1 4+ Infantry

UNIT SIZE: 1 Proselytizer.

EQUIPMENT: Commune Reactor, Cybel Scepter.

ABILITIES: Spread the Truth.

OPTIONS:

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

WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Cybel Scepter CQ +1 4 2 - Melee

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See 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: 2.0

KARIST ENCLAVE FACTION OBJECTIVES

SECRET CACHE

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

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

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.

KARIST ENCLAVE EQUIPMENT

KARIST ENCLAVE WEAPONS

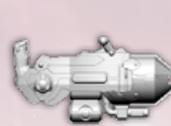
While other factions shy away from utilizing the potent yet unpredictable cybel energy in their weapons, the Karist Enclave embraces it with vigor. Raw cybel energy reacts explosively with real matter, and is absolutely devastating on unprotected flesh. Solid armor plating and cover can slow cybel energy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

ANGEL WEAPONS

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

CYBEL ENERGY LAUNCHERS

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



Coriolis Energy Launcher



Cybel Lance

CYBEL MELEE WEAPONS

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



Cybel Blade



Cybel Glaive



Cybel Goad



Cybel Scepter

KARIST GRENADES

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



Cybel Mine



KARIST FRAG GRENADES

Cybel Charge

Rad Grenade

Swarmer Grenade

KINETIC WEAPONS

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



Kinetic Gauntlet

PULSE WEAPONS

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



Pulse Pistol



Pulse Pistol MkII



Pulse Carbine



Pulse Carbine MkII



Ravager Pulse Cannon
(Shoulder Configuration)



Ravager Pulse Cannon
(Tempest Variant)

RADWAVE WEAPONS

Radwave weapons fire a massive dose of crippling radiation that can poison the strongest creature in moments and damage electronic equipment. Radwave weapons use cybel energy internally to annihilate a tiny portion of radioactive metal. The radiation created from this reaction is emitted in a deadly spray of energy.



Radwave Emitter

SOLID PROJECTILE CYBEL WEAPONRY

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



Ripper Heavy Grenade Launcher



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



Nox Pistol



KARIST ENCLAVE SAMPLE ROSTER – 120 POINTS

DETACHMENT 1



KADDAR NOVA

10 Pts

- Commune Reactor & Kinetic Gauntlet



KARIST TROOPERS

18 Pts

- 4 x Karist Troopers & Quintarch
 - Commune Reactor, Frag Grenades, Pulse Carbine & Pulse Pistol
 - 1 x Ripper Grenade Launcher
 - 1 x Ravager Pulse Cannon
 - 1 x Pulse Carbine Mk2 (Quintarch)



KARIST TROOPER ASSAULT SQUAD

11 Pts

- 3 x Karist Troopers & Quintarch
 - Commune Reactor, Cybel Blade, Frag Grenades & Pulse Pistol
 - 1 x Radwave Emitter



PROSELYTIZER

1 Pt

- Commune Reactor & Cybel Scepter



KARIST TROOPERS

17 Pts

- 4 x Karist Troopers & Quintarch
 - Commune Reactor, Frag Grenades, Pulse Carbine & Pulse Pistol
 - 1 x Cybel Lance
 - 1 x Pulse Carbine Mk2 (Quintarch)



TEMPEST ELITES

13 Pts

- 2 x Tempest Elites & Tetrarch
 - Commune Reactor, Frag Grenades & Ravager Pulse Cannon



SHADOW WALKER

8 Pts

- Commune Reactor, Cybel Blade & Nox Pistol
- Cybel Mines

DETACHMENT 2



ANGEL KEEPER

6 Pts

- Commune Reactor, Cybel Goad, Pulse Pistol & Swarmer Grenade Launcher



ANGEL MINNOW PACK

11 Pts

- 6 x Angel Minnows
 - Cybel Maw & Cybel Pulse



MATURE ANGEL

18 Pts

- 2 Cybel Beams, Massive Cybel Maw & Void Gel Forms



ANGEL HELLBLASTERS

7 Pts

- 2 x Angel Hellblasters
 - Cybel Blast & Cybel Maw



WALKING WITH ANGELS

While you don't specifically need an Angel Keeper in order to include Angels in a Karist force, their command affinity with the mysterious alien creatures makes the second detachment a useful addition to the force. The Keeper allows you to manage suppression on Angel units and to point them at the best targets in the enemy force. Their Swarmer Grenade Launcher's Angel Paint ability makes the Keeper's charges even more deadly against selected targets, while the Forced Compliance ability also allows some Angel units to capture objectives.

The Kaddar Nova is a more direct leader, exhorting their forces on from the front, relying on faith (and their armor's field) to protect them. By keeping the Assault Squad nearby, the Nova's Inspire Zealotry ability can boost the troops to inhuman levels of resilience, while their attached Proselytizer keeps suppression down and damages the resolve of nearby enemy units. The rest of the detachment is a blunt hammer to pound the enemy with overwhelming force. Armed with powerful cybel weapons, the Troopers and Tempest Elites outmatch most other troops, and their heavy armor makes them effective at grabbing objectives and holding them in the face of enemy fire.

With the two Command units, this force has access to any of the three Karist faction objectives. Secret Cache can improve the force's shooting, while First Contact boosts the effectiveness of the Angels in the force, making them even more terrifying than usual. The most characterful option though, is Martyr to the Cause, allowing the Kaddar Nova to manifest their supreme destiny and make a large, explosive dent in the enemy force.