MAELSTROM'S EDGE

KAIGUS PACT – UNOFFICIAL UNITS

The units in this document are based on Iain's conversions and kitbashes of various Maelstrom's Edge kits and/or models from other miniatures ranges. You can find the original modeling articles in the Hobby section of the Maelstrom's Edge website. These are not 'official' units, and so you can choose to use these modeling articles as a guide for your own conversions, come up with your own versions, or use any other suitable models you have in your collection. You should check with your opponent before using these rules to make sure they are ok and familiar with them.

Note that these rules are intended as just a fun way to use some of your conversions or non-Maelstrom's Edge models in your games. These units are not a 'canon' part of the Maelstrom's Edge background, nor are these rules an official part of the game, so you should only use them with your opponent's consent.

Any abilities with a name in **BROWN** text are unofficial rules created for this force list. Abilities with **BLACK** names are identical to abilities found in other Maelstrom's Edge factions.

Forces Of The Kaigus Pact

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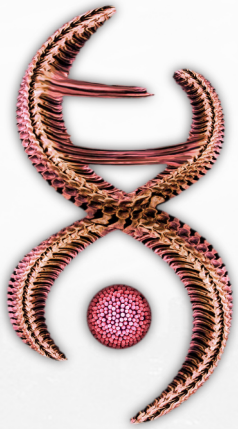

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Muharis Sentinel Bulwark

9 Points

Some Muharis prefer to take the fight to the enemy, wading into battle with claw and shield.

Unofficial Unit

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: Carapace Shield, Ripper Claw.

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

OPTIONS:

- May add 1 more Muharis Sentinel: +5 pts.
- May replace 1 Muharis Sentinel with Muharis Alpha: +2 pts.
- Muharis Alpha may replace Ripper Claw with Razorstaff: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Carapace Shield	CQ	CQA	3	1	-	Melee	Bash, Deflect (1), Shield (+2)
Razorstaff	CQ	+1	4	3	-	Melee	Armor Piercing, Stinger
Ripper Claw	CQ	+1	4	2	-	Melee	Stinger

ABILITY & EQUIPMENT SUMMARY

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

BASH: During a round of CQ Fighting immediately following a Charge action, this model can attack with two weapons.

DEFLECT (1): Special defense - Block up to (1) melee weapon hits each round of CQ Fighting.

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

SHIELD (+2): This model has (+2) AV, but only against attacks that hit its front arc.

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, Organic, Progenitor. Ver: 2.0

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Dromakin Combat Thralls

5 Points

Bulkier and more intelligent than the smaller, more common Tamakin, Dromakin are challening constructs for Biologis to master.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Dromakin Combat Thrall	6	4	1	2	2	3	6+	Infantry

UNIT SIZE: 2 Dromakin Combat Thralls.

EQUIPMENT: Dromakin Ripper Claws.

ABILITIES: Spawned Reinforcement (Dromakin), Thrall Unit.

OPTIONS:

- May add up to 3 more Dromakin Combat Thralls: +3 pts each.
- Any model may replace Dromakin Ripper Claws with:
  - Dromakin Acid Hives: +2 pts each.
  - Dromakin Brood Launchers: +2 pts each.
  - Dromakin Dart Pods: +1 pt each.
  - Dromakin Toxin Spines: +2 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Dromakin Acid Hives	12"	1+D3	4	1	4+	SR	Acid (-1)
Dromakin Brood Launchers	18"	2+SB	4	1	4+	AoE	
Dromakin Dart Pods	12"	2	3	1	5+	SR	
Dromakin Ripper Claws	CQ	+2	4	1	-	Melee	Stinger
Dromakin Toxin Spines	12"	2	4	1	4+	SR	Poison (+1)

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.

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

SPAWNED REINFORCEMENT (DROMAKIN): Expend 1 CP to spawn this unit as a reinforcement if it contains 2 models, or 2 CPs if it contains 3 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

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