MAELSTROM'S EDGE

KARIST ENCLAVE – 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 **PURPLE** 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 Karist Enclave

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Kaddar Militant

12 Points

Unusually for the Enclave, Kaddar Militants command respect from Priest, Military and Heirarch caste alike for their martial prowess and extreme dedication to the cause.

Unofficial Unit

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

UNIT SIZE: 1 Kaddar Militant.

EQUIPMENT: Commune Reactor, Kinetic Gauntlet, Master Glaive.

ABILITIES: Field (2), Militant Priest (1), Inspire Zealotry, Rift.

OPTIONS:

- This detachment may include the following additional units:

1-3	0-2	0-1	0-2

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Kinetic Gauntlet	18"	3(6)	4	1	2+	Pistol	Gauntlet Overload, Shock (+2)
Master Glaive	CQ	+1	6	3	-	Heavy, Melee	Master Glaive Field

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See page Rulebook 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.

MILITANT 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 **Heirarch Caste**, **Military Caste** or **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.

MASTER GLAIVE FIELD: You may block up to 2 hits each round of shooting. This is considered a **Field** ability (special defense). If carried by a character who has their own **Field** ability, instead add +2 to the character's **Field** ability value.

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

SHOCK (+2): Critical hit - Immediately raise the target's suppression level by (+2).

UNIT DESIGNATORS: Character, Kaddar, Organic, Priest Caste, Solo. Ver: 2.0

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Kaddar Noctis

12 Points

A clandestine offshoot of the regular Kaddar priesthood, the Kaddar Noctis fuses Human and Angel DNA.

Unofficial Unit

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

UNIT SIZE: 1 Kaddar Noctis.

EQUIPMENT: Commune Reactor, Nox Pistol.

ABILITIES: Covert Priest, Field (2), Inspire Zealotry, Rift, Void Gel Mastery.

OPTIONS:

- This detachment may include the following additional units:

1-3	0-1	0-3	0-1

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Nox Pistol	12"	2	4	2	6+	Pistol	Gruesome Death, Nox Poison (+1)
Void Gel Weapons							
Void Gel Claw	CQ	+1	4	2	-	Melee	
Void Gel Tentacle Cluster	4"	D6	3	1	3+	Pistol	

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See page Rulebook page 120 for details.

COVERT 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 **Heirarch Caste** or **Priest Caste** unit, lower its suppression level by -2, instead of -1.

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

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.

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.

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 Rulebook page 24 for details).

VOID GEL MASTERY: When deployed and at the start of each activation, choose a void gel form for the Kaddar Noctis, the effects of which last only until a new form is chosen:

- **Combat Form:** Has +1 AV and is equipped with a Void Gel Claw.
- **Slasher Form:** Is equipped with a Void Gel Tentacle Cluster. All models in enemy units within 4" 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.

UNIT DESIGNATORS: Character, Kaddar, Organic, Priest Caste. Ver: 2.0

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Shadow Stalker

8 Points

Some Shadow Walkers prefer to work at a distance, favoring deadly Nox Rifles over close range melee attacks.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Shadow Stalker	10	5	4	2	3	3	3+	Infantry

UNIT SIZE: 1 Shadow Stalker.

EQUIPMENT: Commune Reactor, Cybel Blade, Nox Rifle.

ABILITIES: Fearsome (-1), Marksman (+1), Mission Specialist, Mobile, Rift, Scout.

OPTIONS:

- May replace Cybel Blade with Nox Pistol: +0 pts.
- Up to 2 separate Shadow- units of any kind 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)
Nox Rifle	48"	2	4	2	6+	Heavy	Gruesome Death, Nox Poison (+1) Sniper

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See page Rulebook page 120 for details.

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.

MARKSMAN (+1): Add (+1) 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.

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 Rulebook 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.

SNIPER: Ignore the additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

UNIT DESIGNATORS: Heirarch Caste, Organic, Solo.

Ver: 2.0

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Shadow Dancer

9 Points

Shadow Dancers approach battle as an artform, stepping gracefully through intricate combat forms.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Shadow Dancer	10	5	4	2	3	2	3+	Infantry

UNIT SIZE: 1 Shadow Dancer.

EQUIPMENT: Commune Reactor, Cybel Blade, Nox Pistol, Radwhip.

ABILITIES: Dodge (3), Fearsome (-1), Mission Specialist, Mobile, Scout.

OPTIONS:

- May replace Cybel Blade with Nox Pistol: +0 pts.
- Up to 2 separate Shadow- units of any kind 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 Rulebook page 120 for details.

DODGE (3): Block up to (3) 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.

RADWHIP: Any unit charged by a model with a Radwhip adds +1 to its suppression level immediately after the charge is resolved. This model gains +1 to their weapons' PEN in CQ fighting.

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

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Shadow Weaver

9 Points

Shadow Dancers approach battle as an artform, stepping gracefully through intricate combat forms.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Shadow Weaver	10	5	4	2	3	2	3+	Infantry

UNIT SIZE: 1 Shadow Dancer.

EQUIPMENT: Commune Reactor, Cybel Blade, Nox Pistol.

ABILITIES: Dodge (1), Fearsome (-1), Mission Specialist, Scout, Void Gel Bonding.

OPTIONS:

- May replace Cybel Blade with Nox Pistol: +0 pts.
- Up to 2 separate Shadow- units of any kind 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 Rulebook page 120 for details.

DODGE (1): Block up to (1) 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 Rulebook 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.

VOID GEL BONDING: When deployed and at the start of each activation, choose a void gel form for the Shadow Weaver, the effects of which last only until a new form is chosen:

- **Combat Form:** Has +1 AV and CQA.
- **Stealth Form:** Gains +1 to all cover values, and counts as having a cover value of 1 even when not taking cover.
- **Winged Form:** Has +3 MV, +1 EVS and the **Mobile** ability.

UNIT DESIGNATORS: Heirarch Caste, Organic, Solo.

Ver: 2.0

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Reaper Cadre

10 Points

Masters of stealth, Reapers lurk in the shadows, waiting for targets worthy of the kiss of their deadly longrifles.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Reaper	6	5	4	3	1	1	3+	Infantry
Reaper Quintarch	6	5	4	3	1	1	3+	Infantry (Squad Leader)

UNIT SIZE: 2 Reapers, 1 Reaper Quintarch.

EQUIPMENT: Commune Reactor, Pulse Carbine, Pulse Pistol.

ABILITIES: Scout, Stealthy.

OPTIONS:

- May add up to 2 more Reapers: +3 pts each.
- Up to 2 Reapers may replace Pulse Carbine with Pulse Longrifle: +2 pts each.
- Reaper Quintarch may replace Pulse Carbine with Pulse Carbine Mk2: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Pulse Carbine	18"	1	4	2	5+		
Pulse Carbine Mk2	18"	1	4	2	5+		
Pulse Longrifle	48"	1	4	3	6+	Heavy	Sniper
Pulse Pistol	12"	1	4	2	6+	Pistol	

ABILITY & EQUIPMENT SUMMARY

COMMUNE REACTOR: See page Rulebook page 120 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.

SNIPER: Ignore the additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

STEALTHY: While this unit has any cover tokens, any shooting that targets this unit is wild fire.

UNIT DESIGNATORS: Military Caste, Organic.

Ver: 2.0

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Raptor Assault Skimmer

14 Points

Fast moving Raptors provide Karist troops fast and secure transport into remote battle zones.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Raptor	8	4	3	4	1	7	3+	Vehicle

UNIT SIZE: 1 Raptor.

EQUIPMENT: Coriolis Energy Launcher.

ABILITIES: Aerial Insertion, Commune Reactor, Hover, Mission Specialist.

OPTIONS:

- May be equipped with a Rift Engine: +5 pts.
- May be equipped with up to 2 Ripper Heavy Grenade Launcher: +3 pts each.
- May replace Coriolis Energy Launcher with:
  - Cybel Lance: +3 pts.
  - Ravager Pulse Cannon: +2 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Coriolis Energy Launcher	24"	1+SB	4	2	3+	Aoe, Heavy	Indirect Fire
Cybel Lance	30"	1	6	5	5+	Heavy	Armor Piercing
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

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

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

COMMUNE REACTOR: See page Rulebook page 120 for details.

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

HOVER: This model may move dynamically (see Rulebook page 24).

INDIRECT FIRE: May shoot at a target out of line of sight, but if so, fire with -1 SHO.

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

RIFT ENGINE: When performing a Movement action, this unit can elect to use the Rift Engine, increasing its MV to 12 for that action, after which its FOR is reduced by -1.

DAMAGED: At FOR 4-5, this model can fire up to 2 weapons, and its MV is reduced to 6.
At FOR 1-3, this model can fire up to 1 weapon, and its MV is reduced to 4.

UNIT DESIGNATORS: Armored, Military Caste, Transport. Ver: 2.0

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Predator Attack Vehicle

12 Points

A solid but nimble antigrav vehicle, the Predator provides mobile fire support for Epirian troops.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Predator	8	4	3	4	1	6	3+	Vehicle

UNIT SIZE: 1 Predator.

EQUIPMENT: Dual Ravager Pulse Cannons, Target Lock.

ABILITIES: Commune Reactor, Hover, Mission Specialist, Mobile.

OPTIONS:

- May replace Dual Ravager Pulse Cannons:
  - Dual Cybel Lances: +1 pt.
  - Ripper Heavy Grenade Launcher: +0 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Dual Cybel Lances	30"	2	6	5	5+	Heavy	Armor Piercing
Dual Ravager Pulse Cannons	24"	3	5	2	4+	Heavy	
Ripper Heavy Grenade Launcher	24"	2+SB	5	1	3+	AoE, Heavy	Dispersed Fire

ABILITY & EQUIPMENT SUMMARY

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

COMMUNE REACTOR: See page Rulebook page 120 for details.

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

HOVER: This model may move dynamically (see Rulebook page 24).

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.

TARGET LOCK: When performing a Fire action or Suppressive Fire action against the same target as it shot at in its previous activation, this unit may re-roll its hit rolls or suppression tests.

DAMAGED: At FOR 1-3, reduce this model's MV to 6 and all of this model's weapon profiles SHO values by -1.

UNIT DESIGNATORS: Armored, Military Caste. Ver: 2.0

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Angel Gloomstalker

8 Points

Gloomstalkers are trained to use their innate telekinetic abilities to trap and dismember their prey before it even knows they are near.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Angel Gloomstalker	7	4	2	2	2	4	4+	Infantry

UNIT SIZE: 1 Angel Gloomstalker.

EQUIPMENT: Cybel Pulse, Void Gel Rippers.

ABILITIES: Fearsome (-1), Kinetic Grasp, Mission Specialist, Rift, Scout.

OPTIONS:

- May add up to 2 more Angel Gloomstalkers: +6 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cybel Pulse	18"	1	3	2	5+		
Void Gel Rippers	8"	1+D6	3	1	3+	Pistol	Drag Unit

ABILITY & EQUIPMENT SUMMARY

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.

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

KINETIC GRASP: During this unit's activation, if within 18" of an **Angel Keeper**, expend 1 CP to remove all On the Move tokens from an enemy unit within 8".

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

RIFT: This model may move dynamically (see Rulebook 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: Angel.

Ver: 2.0

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