

THE KARIST ENCLAVE



CONTENTS

| | | | |
|--------------------------------------|----------|---|----------|
| The Karist Enclave | 3 | Forces of the Karist Enclave..... | 8 |
| The Bearers of Truth..... | 3 | <i>Kaddar Nova</i> | 9 |
| The Angels | 4 | <i>Karist Troopers</i> | 10 |
| Karist Society..... | 5 | <i>Angel Minnows</i> | 11 |
| Cybel Energy and the Maelstrom | 6 | <i>Tempest Elites</i> | 12 |
| | | <i>Tempest Elites</i> | 13 |
| | | <i>Tempest Elites</i> | 14 |
| | | <i>Shadow Walker</i> | 15 |
| | | <i>Mature Angel</i> | 16 |
| | | Karist Enclave Abilities..... | 17 |
| | | Karist Enclave Equipment..... | 17 |
| | | <i>Karist Enclave Ranged Weapons</i> | 17 |
| | | <i>Karist Enclave Melee Weapons</i> | 20 |
| | | <i>Karist Enclave Grenades</i> | 20 |
| | | <i>Karist Enclave Support Equipment</i> | 21 |
| | | Karist Enclave Faction Objective: | |
| | | Secret Cache | 22 |



THE KARIST ENCLAVE

THE BEARERS OF TRUTH

The Karist Enclave are a secretive organisation that operates on doomed worlds close to the Maelstrom's Edge. The motivations of the Heirarchs who lead them are only guessed at by outsiders, but their missionaries can be found in cities all across the Edge, extolling the core belief of the Karist faith: that the Maelstrom isn't the end of life, but the beginning of a new one.

The Enclave had its origin soon after the Capital Worlds were lost to the Maelstrom. A small passenger liner, the Kariman's Breath, was caught in a cybel tunnel as the Maelstrom's shockwave hit. Most of the crew and passengers on board died, but when the battered ship emerged into real space, fourteen men and women had survived their brush with annihilation. Instead of being killed when the shields failed and the ship flooded with energy, the survivors reported extraordinary feelings and visions as the energy washed over them.

Their experiences led the survivors to conclude that the Maelstrom brought more than just destruction, that as the wave of energy swept across them, they had caught a glimpse of another place. The fourteen left alive on the Kariman's Breath founded the Karist Enclave, a religion that has grown into a powerful force across the Maelstrom's Edge, preaching the promise of ascension and that the Maelstrom heralds the coming of a new phase of humanity's existence. The Karist Enclave coalesced around one central idea - that if you prepared your body and spirit for its embrace, the Maelstrom wouldn't destroy you, but your consciousness would be transferred to another plane, a great afterlife for those who were truly deserving of the honour.

After working their way through the tattered remains of the near-core, desperate for supplies, the survivors happened upon a small planet far from the plane of the galaxy - Schar's World. Happy to be alive and still fervent in their beliefs after what they witnessed, the survivors spread through the population and began to preach their new discovery. A few million souls lived on the planet. Fearing the future and grief-stricken at leaving their old lives in the past, they embraced the hope the story of the survivors brought to them. Little by little, the belief that the Maelstrom was a cleansing gift for the chosen members of humanity started to spread throughout the citizenry of Schar's World. Within a decade, the Fourteen had established themselves as the leaders of a new religion, calling themselves the Heirarchs and their new organisation the Karist Enclave.

After the Enclave's hold on Schar's World was complete, the decision was made that the teachings of the Fourteen were too important to keep to one world, and with the Maelstrom approaching, it was the Enclave's duty to help others understand the meaning of ascension. Ships were built and missionaries sent forth to intermingle with the local populace on worlds threatened by the Maelstrom. Whilst outright public declaration of the Karist Enclave's existence and goals was discouraged to avoid the tiny new faction being crushed by its interstellar competitors, missionaries were instructed to teach the meaning of ascension to begin forming small sects of believers on nearby worlds.

Karist society is focused around service to the Enclave, and all Karists are expected to give their time to the Enclave's needs, whether that be a tour as a soldier or missionary, or the giving of time to perform communal tasks. In return for their services citizens are given an allocation on the Enclave's nanoforges and are also allowed to partake in commune rituals, where Kaddar Priests touch their followers with small quantities of na-cybel energy, inspiring flashes of euphoria and visions that are said to be hints of what happens during ascension.

In battle, the Enclave's forces are clad in distinctive scalloped armour, and armed with weaponry that fires pulses of cybel energy. Frequently, they are also accompanied by the Angels, ethereal alien creatures that live off cybel energy, kept enslaved by their Keepers to inflict huge damage on the Enclave's enemies. Shadow Walkers, acting as the hands of the Heirarchs, use their skills in stealth and deception to infiltrate the governments and armies of their foes.

Ascension drives all of the Enclave's actions, from the missionaries who travel to doomed worlds to the soldiers who 'liberate' those planets viewed as essential by the Heirarchs. Whether that strategy is defined by the number of Karist believers on the planet who need to be saved or the resources that can be appropriated is a matter of some debate amongst critics of the Enclave's operations. Whatever their motivations, the Karist Enclave is a growing force across many of the worlds threatened by the Maelstrom's Edge.

THE ANGELS

One memorable event early in the Enclave's existence is the first encounter with the Angels, otherworldly aliens who would become integral to the Karist way of life. Emissaries had been dispatched to worlds in the path of the Maelstrom to spread the word of the survivors of the Kariman's Breath. One of these worlds, Oricos, was close to the Edge of the Maelstrom. The emissaries arrived at Oricos just as a terrible conflict was ending. Alien creatures from deep space had fled the Maelstrom and were madly attacking the planet's inhabitants. The creatures had long been the subject of legend around lonely spaceship mess decks, but until the Maelstrom had driven them from their deep space habitats they had rarely been seen.

The aliens, which many called the Angels of the Maelstrom, were many-limbed, amorphous creatures of deepest black. They could change form, with some resembling giant bipedal squid and others smaller, winged beasts. Although when they had been encountered in deep space the Angels had been shy of human contact and relatively benign, the Maelstrom seemed to drive them to insanity. Fleeing like savage beasts before a fire, the Angels were attracted to the world of Oricos, which was home to a large cybel energy processing industry. The Angels viewed this cybel energy as precious nectar compared to the disordered energy of the Maelstrom.

The events that happened next have become revered legend in the Enclave's history. One of the Fourteen, Raquel, left Schar's World as a missionary. Arriving at Oricos, she and her fellow proselytiser Bial were performing an energy ritual for a crowd of citizens, when an Angel which had followed their ship down from orbit attacked the crowd. Many of the locals were killed by the brutal tentacles and claws of the beast. In his desperation to escape the creature, missionary Bial threw the canister of cybel energy he had been using to perform the ceremony at it. The alien beast stopped dead in its tracks, transfixed. Afterwards, it followed Bial and Raquel dutifully, so long as they teased it with the promise of more energy. Bial and Raquel were able to bind and imprison the creature, and they took it back to Schar's World in triumph. When this was reported back to the other prominent Karist leaders, great efforts were made to capture more of these creatures.



'Nobody knows what the hell they're even made of, never mind what they're thinking.'

-- Gladius Belaru, survivor of the Angel attack on Morningstar Station, Thusia system

KARIST SOCIETY

Compared to the desperate competition for money and survival on many planets close to the Edge, life on Karist-controlled worlds can seem almost serene. Communities are tight-knit, with the regular commune services run in public squares by the Kaddar priesthood serving as the glue that binds believers in the Karist way together. Most members of the Enclave are not rich, but thanks to their service to the Enclave's needs and the belief in ascension, Karists live more comfortably than many whose homes are situated in the path of the Maelstrom. Workers are rewarded for their service with allotments of power, food, and nanoforge time to create what they need. It is difficult to starve and be homeless on a Karist world, but is also difficult to become affluent. Despite seeing Karists living simply and in service to the Enclave's cause, many in the uncertain worlds close to the Maelstrom's Edge are glad to sacrifice chances of riches for a guarantee that their families will survive.

Entry into the Karist Enclave is tightly controlled. New believers are kept separate from Karist society for a period of at least a year, while their abilities and loyalty are observed by the Enclave's leadership. Whether on an orbital facility of a Karist world, custom-built for new immigrants or in enlightenment camps on newly taken worlds, Novitiates are subjected to a barrage of tests, tasks and teachings of the Karist way. The most promising candidates are recruited by the Kaddar priesthood, the military Aesthete leadership or whisked away by the Heirarchs to be trained as Shadow Walkers. The rest who have proven their devotion to the Enclave are allowed to join Karist society. The Enclave turns away those it deems not devoted to the cause, and several opposing factions have infiltrated spies into the recruitment lines, only for them to never be heard from again.

Upon coming of age at fifteen, young Karists must become Novitiates of public service for three years, working in one of the main branches of Karist society, as selected by their teachers or Kaddar priests. Older newcomers to the Enclave must undergo a similar process. The Enclave keeps those newly dedicated believers in special training camps, separate from the main cities, where they are instructed in the beliefs and customs of the Karist way, as well as being monitored, both for future specialism and to ensure that enemies of the Enclave cannot infiltrate the organisation. The purpose of these formative years is to steer the Novitiate towards the role for which they are best suited, whether that be as a soldier or Ark crew member in the military, a missionary or priest within the Kaddar Priesthood, or a more general role in industry as a worker, engineer or manager, generally referred to as Acolytes.

The Karist Enclave's affinity with cybel energy means that they have discovered other uses for it which have been ignored or abandoned by other cultures. This is in no small part due to the willingness of believers to be in close proximity to the energy, which is heavily restricted elsewhere due to the dangers involved. In addition to the use of cybel energy in their weapons, the Enclave use nanoforges, manufacturing devices that disassemble materials down to their raw components and then reassemble them from the molecular level. Nanoforges are capable of processing most metallic or simple synthetic materials, and they are used to make items found in all parts of Karist society, from rifle carbines to body armour, spaceships or even simple cutlery. The process of the nanoforge results in a smooth, scalloped finish to many materials and is part of the reason for the distinctive appearance of the Enclave's equipment. The nanoforges can only produce simple inorganic structures, so apart from protein and carbohydrate gruel, food is typically still grown naturally.

Because of the influence of the nanoforges, and the ability to easily manufacture many objects, Karist society runs by a very different economy to most worlds. Karists are paid in nanoforge time, and everyone has a small allocation of time and materials allotted to them each month to build required objects. Karists trade this allocation of time for other items like food, or they trade their own raw materials for more time on the nanoforges, as required. Possessions are not greatly valued in Karist society, and it is frowned upon to own many frivolous items. The Enclave rewards those who voluntarily give up their nanoforge time with additional food, commune energy and other essentials. The resultant 'Enclave time' on the nanoforges is used to make communal items such as spaceship and building components, weapons and na-cybel communes.



CYBEL ENERGY AND THE MAELSTROM

The Karist Enclave don't just embrace the concept of the Maelstrom. They also utilise the power of the energy of the cybel tunnels. Whilst cybel energy is used to power spaceship engines and is contained in magnetic fields as energy shields, it reacts powerfully with traditional matter and energy, and so is rarely used on the surface of planets, as it can have devastating explosive effect. Even contained in magnetic fields, staying too close to it can cause illness or even rapid cancerous growth.

Embracing the coming of the end times and believing that by becoming one with the Maelstrom they will ascend to a new plane of existence, the Enclave are happy to risk the shortening of their lives by using cybel energy on planets, as personal power sources and weapons. Many of their heavier weaponry utilises small amounts of cybel energy kept loosely in a magnetic field until just before reaching its target. At that point, the magnetic field collapses, allowing the cybel energy to react violently with the world in an expanding ball of energy. Small pellets are devastating alternatives to grenades and bullets, but larger amounts of cybel energy are used in bombs and tank shells. Heavy troopers can also use personal shields made of the contained energy, although they frequently suffer dreadful long-term injury. Their hands are scarred and gnarled from exposure to the energy, and many secretly take regenerative drugs to prolong their life, even though the practice is frowned upon by the Enclave's head priests.

Na-cybel is the type of cybel energy discovered by the Enclave's founders during their escape from a Maelstrom-infected collapsing cybel tunnel, and later reproduced via their commune reactors. The Fourteen survivors began to experiment with cybel energy, fascinated by the strange new material that had flooded their ship. Eventually they managed to recreate what they called na-cybel energy, a metastable form that seemed not to harm flesh in the same way. When a commune reactor is used to produce na-cybel, it uses a less energetic "depleted" cybel energy which is secreted from larger Angels as a catalyst, mixing it with regular cybel energy. In appearance na-cybel appears to be a hybrid of cybel and Maelstrom energies, with the more placid, wispy qualities of cybel combined with the colouring and intensity of Maelstrom energy. Unlike either, na-cybel does not annihilate with conventional energy and matter, instead sparking tiny purple and magenta lightning strikes. The Karist Enclave consider its effect to be a nearly religious experience, facilitating the meditation and discipline necessary to ascend. It is part of their culture to collectively experience this effect during commune rituals, led into meditative prayer by a Kaddar priest.



The scarring that results from na-cybel exposure is superficial in general, but over time heavy users such as the Kaddar Nova will eventually be crippled and killed by the cumulative effects. However non-destructive it may be compared to other forms of cybel, it is still by no means safe. Some people become ill after exposure and do not feel any euphoria. Even more rarely, some experience prophetic visions. Normally this type of metaphysical conjecture would be disregarded, but there is some evidence that an unusual amount of visions are shared among far-flung parties and those affected maintain that their visions come to pass more frequently than can be explained by pure chance. The Karist Enclave continues to try and deduce the mechanism of na-cybel's effect on a human, with little success.

One of the key aspects of the Karist faith is that preparation of the mind, body and soul for the Maelstrom's touch is essential to ensure ascension. As well as the follower living their life according to Karist doctrines, meditation and coming into contact with na-cybel energy through commune rituals is encouraged to prepare the soul, mind and body for ascension. The touch of the na-cybel on their skin gives participants of the commune rituals a taste of what ascension will feel like, and it also prepares them for such an alien sensation. Visions and out-of-body experiences are commonly reported. Na-cybel is carefully rationed by the Kaddar priesthood, but large public communions on holy days find it being liberally distributed. Such events are anticipated for months in advance by Karists.

The experience of ascension is a topic widely discussed by the Kaddar priests, as many seem to have a different experience whilst communing with na-cybel energy. What is universally agreed is that without careful preparation of the mind through meditation and exposure to na-cybel energy, the process of ascension will be too powerful for the believer's mind to cope with and they will not pass through to the new level of existence that the Karists believe exists beyond the Maelstrom's touch. The Karist faith holds that the ideal method to ensure ascension is for one to be awash in na-cybel energy as the Maelstrom takes them, and Karist followers spend their lives preparing their minds and bodies for that moment. Dying away from the Maelstrom is a much debated theological question. Most hold that as long as the Karist Way is followed and the mind is prepared, ascension can still occur after death, when the Maelstrom eventually reaches their bodies. Other Karists fear an ordinary death in space, battle or even illness or old age, believing that they will lose their chance of ascension. Finding the balance between these delicate ethical positions has led to many schisms between the followers of different Heirarchs within the Karist Enclave.

The Enclave's attempts to keep people on worlds about to be destroyed by the Maelstrom and even to bring the Maelstrom closer to populated planets is justified by the belief that the more people ascend, the greater the chance for ascended humanity to begin again. Helping to calm those with no way of fleeing the Maelstrom is seen as a truly compassionate act. Soldiers and missionaries carry a small na-cybel commune reactor so that they can commune with na-cybel energy when gravely wounded or approaching death. Sometimes the critically ill even approach the Maelstrom itself, hoping their broken bodies can still ascend. Similarly, Karist soldiers who die in battle have their ashes left on Maelstrom-doomed worlds or thrown into the cybel tunnels, although Karist theologians dispute whether this is anything more than a funeral service. Sworn enemies of the Enclave have been known to utilise scare tactics such as immolating a Karist's body or ejecting them into deep space, drifting towards the galactic rim to potentially deny them ascension. Senior priests such as the Kaddar Nova have spent their entire lives preparing for ascension, and the fact that these leaders are willing to risk leaving guaranteed ascension on planets at the Maelstrom's Edge in order to further spread the Karist faith across the Spiral Arm makes them a source of inspiration to the Enclave's followers



FORCES OF THE KARIST ENCLAVE



KADDAR NOVA



While the Kaddar Nova is a member of the Karist Enclave priesthood, they are often granted operational control on the battlefield due to their experience and their revered status amongst members of the Enclave. Kaddar Novae have been exposing themselves to na-cybel energy for significant periods of time, and their bodies are ravaged by it. Towards the end of their careers, they become able to tolerate much larger doses of all kinds of cybel energy, resistant after so much time seeking apotheosis and communion with the Maelstrom.

Kaddar Novae are seen as courageous seers by the Enclave, their intense na-cybel exposure sometimes granting visions, and they are fervent believers in becoming one with the Maelstrom. There is an odd juxtaposition of character for these priests. On the one hand, they believe in destroying themselves slowly for great reward later, yet most treat their fellow cultists with love and respect. They do not seek suffering for its own sake but believe in the sacrifice of their bodies for a better existence after ascension.

A Kaddar Nova carries a large and unwieldy back-mounted cybel reactor, a device their unusual tolerance level to cybel energy uniquely enables them to bear. This reactor pack allows a Kaddar Nova to function on the battlefield in a number of different roles dependent upon the needs of that particular battle. They can use their kinetic shield to protect nearby allies, suddenly leap forward with a kinetic boost and catch the enemy by surprise, or they can overcharge their Kinetic Gauntlet to destroy a powerful enemy unit or knock down whole swathes of enemy troops.



In the most desperate of times, a Kaddar Nova will even 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. In the view of most Karists, complete destruction of one's body all but guarantees that person cannot ascend. Yet a Kaddar Nova that chooses to obliterate themselves shows not only their utter dedication to the Karist way, but also a supreme belief that they are so prepared for ascension that not even the total loss of their body will prevent them from doing so.

| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|-------------|------|------|-----|------|-----|-----|----|-----------------------------|
| Kaddar Nova | 4(8) | 3(6) | 5 | 3(6) | 2 | 2 | 6 | Infantry (Character, Human) |

EQUIPMENT: Commune Reactor, Kinetic Gauntlet, Rad Grenades, Shield Reactor Pack & Swarmer Grenades.

ABILITIES: Command (1), Field (1), Inspirational, Martyr & Reactor Detonation.

OPTIONS: None.

| UNIQUE ABILITIES |
|--|
| Inspirational: All friendly Karist units within 12" of a Kaddar Nova, including itself, have the Stoic ability. In addition, if a Kaddar Nova causes at least one enemy casualty by detonating its shield reactor (see the REACTOR DETONATION ability), then all friendly Karist units have the Stoic ability for the remainder of the game. Units comprised entirely of Angels cannot benefit from the INSPIRATIONAL ability. |
| Martyr: (conditional) You get +1 VP if one or more of your Kaddar Novae caused at least one enemy casualty by detonating their shield reactor (see the REACTOR DETONATION ability). If one or more of your Kaddar Novae were removed as a casualty by anything other than detonating their shield reactor(s), then your opponent gets +1 VP. |
| Reactor Detonation: After successfully completing a charge move, and resolving any defensive fire caused by it, a Kaddar Nova may detonate its shield reactor, completely replacing the normal round of CQ fighting. If it does, the model is immediately killed, but center the large blast AoE template directly over the spot where the Kaddar model was removed. All units (friend and foe) under the template suffer D3 hits plus the number of models from that unit which are under the template. These hits are PEN 4, DAM 2 special attacks that have the IGNORE COVER ability. |

KARIST TROOPERS

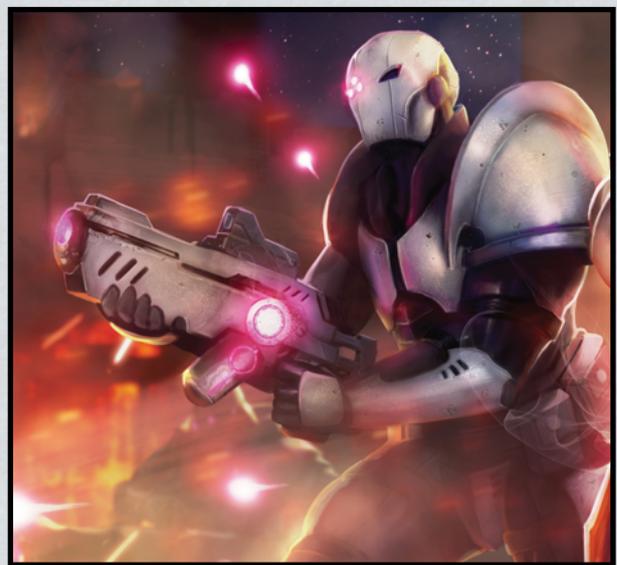


The masked face of the Enclave's military forces, Karist Troopers are the instrument by which the message of communal ascension is enforced. Karist Troopers wear plate armour over a softer smart-leather uniform, giving them an imposing and powerful silhouette. Their nanoforged masks are smooth, with a single eyelet exposing their left eye. On the right side of their mask is a trio of sensors, the iconic tri-eye. Karist Troopers are armed with pulse carbines loaded with packets of destructive cybel energy, supported by crippling emissions from a Radwave Emitter or cover-denying blasts from a Ripper Grenade Launcher.

The masks worn by Karist Troopers conceal a wide range of faces from all races and origins. Some are still young and unscarred, others bear the marks of years of service to the cause. Each Trooper carries a commune reactor, releasing na-cybel energy to still the mind during pressure situations and communion. Their bodies are typically scarred and burned by their exposure to na-cybel energy, but to a lower level than many of those in the priesthood.

The more veteran the trooper, the more elaborate their equipment and personalisation becomes. Some embellish their armour, while others take on the role of warrior priest, adding robes or cowls to demonstrate their faith. The Quintarchs that lead each Trooper squad, as with all senior Karists, undertake the Mark of Beroth ceremony, burning out their left eye with na-cybel and replacing it with a jet black bionic, in honour of one of the Enclave's most revered founders.

Aside from their total dedication to their cause, Karist Troopers are best known for their adaptability on the battlefield. Whereas a Trooper Assault Squad is geared towards the singular objective of breaking the enemy's strongpoints, standard Trooper units are expected to perform well in any situation. A Karist Trooper must show initiative, intelligence and resourcefulness in assessing the flow of battle, the reactions of a crowd, or threats to their objective. It is this flexible acuity that makes Karist Troopers the staple of any Karist force.



| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|--------------------------|----|-----|-----|----|-----|-----|----|--------------------------------|
| Karist Trooper | 6 | 3 | 4 | 4 | 2 | 1 | 3 | Infantry (Human) |
| Karist Trooper Quintarch | 6 | 3 | 4 | 4 | 2 | 1 | 3 | Infantry (Human, Squad Leader) |

EQUIPMENT: Commune Reactor, Pulse Carbine, Pulse Pistol & Rad Grenades.

ABILITIES: None.

OPTIONS: **Quintarch:** Cybel Blade & Pulse Carbine Mk2.
Troopers: Radwave Emitter & Ripper Grenade Launcher.

ANGEL MINNOW PACK



The infant form of the Angel species are often referred to colloquially as 'Minnows'. Neither as large or powerful as their adult brethren, Minnows nonetheless possess a multitude of gravitic abilities facilitating both movement and attack. Unlike their larger counterparts, Minnows have only rudimentary control over their void-gel sheathes, and cannot morph as much as the adults do, limiting how specialised they can make their form.

Used to the freedom of movement in space, Minnows prefer to stay away from the ground, and most commonly settle into a winged form around the size of a dog. When released into the air, they will hunt down the biggest source of sustenance in the area, and the Karists often use their cybel weaponry to direct the Minnows attention, sending them into a feeding frenzy on targets painted with cybel fire. Still only a fraction of the size of their adult kin, Minnows are sometimes eaten by Mature Angels driven mad by hunger.

As with their adult counterparts, the Karist Enclave enslaves Angel Minnows via addiction to a uniquely modified form of cybel energy. Trained to attack in packs, the Angel Minnows disrupt enemy lines with swooping melee attacks, or from distance by spitting deadly globules of cybel regurgitation. The most aggressive Minnows are nurtured into maturity as weapons of war by the Keeper Sect of the Karist priesthood.



| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|--------------|----|-----|-----|----|-----|-----|----|---------------------------------|
| Angel Minnow | 8 | 5 | 3 | 2 | 2 | 1 | 3 | Infantry (Angel, Hover, Mobile) |

EQUIPMENT: Cybel Maw & Cybel Pulse.

ABILITIES: Bloodthirsty, Cybel Frenzy, Kill Mission & Sacrifice.

OPTIONS: None.

UNIQUE ABILITIES

Sacrifice: When activating a Mature Angel, one or more Minnows from friendly Angel Minnow Packs within 6" may be sacrificed as casualties. For each Minnow sacrificed this way, immediately remove D3 STs from the Mature Angel. The decision of how many Minnows to sacrifice must be made before rolling to see how many STs are removed. This ability cannot be used into or out of a building.

KARIST TROOPER ASSAULT SQUAD



At first glance, a Trooper Assault Squad may seem little different to a standard Trooper squad, but behind the masks, the difference is clear. It takes a special kind of warrior to lead the way against the fiercest opposition, into the hardest defences, to face the greatest danger. Only those Troopers with the proven resolve to engage a foe face to face and not hesitate to take a life when necessary are selected for the Trooper Assault Squads. Karist commanders rely upon the men and women in Assault Squads to crack the enemy's strongpoints, pierce their defences, and turn the tides of battle at the crucial moment.

In light of the difficult tasks assigned to them, Trooper Assault Squads are given access to additional special weaponry, such as Radwave Emitters and Ripper Energy Grenade Launchers. To give them an edge in close quarters, Assault Troopers may also be issued a deadly Cybel Blade. Many Assault Troopers adorn their armour, tallying their kills or the battles they fought in. These markings indicate the special bond between Assault Troopers, commemorating the challenges the squad has overcome.

Due to the intense nature of the battlefield situations they experience, the best Assault Troopers often rise to the rank of Tempest or Praetorian. However, there are always those grizzled veterans that stay in the role for decades - some are deemed too reckless or bloodthirsty for more responsible functions, whilst others simply don't want to give up the thrill of the frontline assault, and the feeling that the fate of the Karist Way depends on their actions.



| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|--------------------------|----|-----|-----|----|-----|-----|----|--------------------------------|
| Karist Trooper | 6 | 3 | 4 | 4 | 2 | 1 | 3 | Infantry (Human) |
| Karist Trooper Quintarch | 6 | 3 | 4 | 4 | 2 | 1 | 3 | Infantry (Human, Squad Leader) |

EQUIPMENT: Commune Reactor, Pulse Carbine, Pulse Pistol & Rad Grenades.

ABILITIES: None.

OPTIONS: **Quintarch:** Cybel Blade & Pulse Carbine Mk2.

Troopers: Cybel Blade, Radwave Emitter & Ripper Grenade Launcher.

KARIST PRAETORIANS



The hierarchy of the Karist military is a rigid one, based on both experience and recognition of service to the Enclave's goals. A Karist Trooper must prove their worth in numerous engagements before they are promoted to the ranks of the Tempest Elites. Yet even these veteran troops strive to be deemed worthy to join the Praetorians, the protectors of the Karist military caste. A smaller sect completely devoted to the Karist way, these most truly dedicated followers are hand-picked to guard the Enclave's most precious sites and individuals.

Tempest armour, whilst a daunting defense for enemies to breach, is too cumbersome for the role of bodyguard, not allowing for the split-second reactions required to save a Karist commander from a sudden attack. Following a few disastrous incidents where bodyguards in Tempest armour failed to protect their charge, Praetorians chose to wear only the trusted standard Karist Trooper armour, though rightfully adorned with tabards and sigils to display their elite status.

A Praetorian's armament is selected to best support the commander they will be protecting. Many Karist military caste officers prefer to lead near the front of the force, believing that there is no better intel than that gathered by their own eyes. A unit assigned to guard such an officer often features Cybel Glaives, the signature weapon of the Praetorian, a staff that can fire ranged cybel energy as well as unleashing its concentrated power up close in a devastating melee attack. Despite the poisoning effect caused by the cybel reactor housed within the weapon, carrying a Cybel Glaive is considered to be a great honour.

Although the main role of Praetorians is to guard military caste officers, they are also often assigned to Heirarchs or high-ranking members of the priesthood when these officials are given command over a Karist detachment. The presence of a phalanx of Praetorians with Glaives in hand sends a signal to those targeting their commander: you will have to come through us first.



| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|---------------------|----|-----|-----|----|-----|-----|----|--------------------------------|
| Praetorian | 6 | 3 | 5 | 4 | 2 | 1 | 4 | Infantry (Human) |
| Praetorian Tetrarch | 6 | 3 | 5 | 4 | 2 | 1 | 4 | Infantry (Human, Squad Leader) |

EQUIPMENT: Commune Reactor, Pulse Carbine, Pulse Pistol & Rad Grenades.

ABILITIES: Bodyguard (3+).

OPTIONS: **Tetrarch:** Cybel Blade, Cybel Glaive, Pulse Carbine Mk2, Radwave Emitter & Ripper Grenade Launcher.
Praetorians: Cybel Blade, Cybel Glaive, Radwave Emitter & Ripper Grenade Launcher.

TEMPEST ELITES



Although nobody doubts a Karist Trooper's battlefield effectiveness, a Tempest Elite is a far more intimidating sight. It takes years of training and combat experience before a Trooper is judged worthy of joining the ranks of the Tempest Elites. These are veterans of many campaigns of enlightenment, entrusted with the Enclave's heaviest man-portable weaponry and advanced armoured suits. Each one is a genuine hero of the Karist cause, capable of single-handedly devastating the enemy with staggering levels of firepower from their Ravager Pulse Cannons and Coriolis Energy Launchers.

Tempest Elites wear heavy plate armour, augmented with suspensor technologies similar to those seen in the reactor pack worn by Kaddar Novae, which reduce the effective weight of the armour and weapons. The nanoforged armour plates are overlapping composites of ceramic and alloy, giving an effective compromise between mobility, heat and impact resistance. Tempest suits are powered by rear-mounted cybel canisters alongside heat exchange vents to cool the power output of the suspensor array threaded throughout the armour. The amount of damage Tempest armour can suffer before total collapse is legendary, perhaps secondary only to the fabled Lorican armour of the Remnant Fleet.

Tempest Elite units are the anchors of the Karist Enclave military. Inspiring and powerful, even a few Tempest units turn a small Karist detachment into a potent attacking force. Similar to Karist Trooper units, Tempest Elites are highly adaptable, able to swap their weapon loadouts as needed. Those in the Spiral Arm aware of the Karist Enclave particularly fear the Tempest Elite 'Hellstorm' units. The distinctive slow arc of their Hellstorm Energy Mortar projectiles across the sky has been known to cause enemy combatants to flee even before the first casualty is inflicted.



| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|------------------------|----|-----|-----|----|-----|-----|----|--------------------------------|
| Tempest Elite | 5 | 2 | 5 | 5 | 2 | 2 | 4 | Infantry (Human) |
| Tempest Elite Tetrarch | 5 | 2 | 5 | 5 | 2 | 2 | 4 | Infantry (Human, Squad Leader) |

EQUIPMENT: Commune Reactor, Cybel Charges, Rad Grenades & Ravager Pulse Cannon.

ABILITIES: Heavy Gunner.

OPTIONS: Coriolis Energy Launcher & Hellstorm Energy Mortar.

SHADOW WALKER



Shadow Walkers are a mysterious sub-sect, even inside the Karist Enclave itself. Seeming to be neither military nor priesthood, the Shadow Walkers answer only to the Heirarchs, and are a deadly mix of assassin and battlefield intelligence agent. Gifted with unique and terrifying abilities via their lightweight and highly advanced Veil-suits, a Shadow Walker has peerless mobility and infiltration capabilities. The rift technology in their suits is able to tear small tunnels into cybel space, allowing a form of teleportation colloquially referred to as 'rifting'. Shorter jumps can be made with relative ease and rapidity, but attempting to rift over greater distances takes a toll on the Shadow Walker's body, requiring them to spend precious moments to recover after re-emerging.

Shadow Walkers are deployed to target worlds by the Heirarchs decades in advance of the main Karist vanguard. Trained to blend into society, Shadow Walkers ascend to roles of responsibility within the enemy planet's military and political structure, using their influence to hide the arrival of the Enclave's missionaries and soldiers. During the infiltration phase of Karist operations, Shadow Walkers provide intelligence and resources to the hidden Karist forces, and even perform assassinations to eliminate suspicious or obstructive officials.

On the battlefield, Shadow Walkers use their unparalleled mobility to capture important objectives, but also to identify and attack vulnerable enemy units with close quarters fighting.

It is here the Shadow Walkers put their cybel-edged blades and deadly Nox Pistols to devastating use, ripping apart the enemy battle plan with careful executions of enemy leadership, before disappearing once more. Some Shadow walkers also place Cybel Mines on the battlefield to disorient and harry enemy units. Masters of deception and disruption, sometimes just the rumour of Shadow Walkers present on a planet can be enough to sow fear amongst the enemy lines.



| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|---------------|----|-----|-----|----|-----|-----|----|--------------------------------|
| Shadow Walker | 7 | 5 | 6 | 3 | 2 | 2 | 4 | Infantry (Human, Mobile, Solo) |

EQUIPMENT: Commune Reactor, Cybel Blade, Nox Pistol & Rad Grenades.

ABILITIES: Dynamic Move, Fearsome (1), Precision Kill, Scout & Teleport (24").

OPTIONS: Cybel Mines.

MATURE ANGEL



The fully mature Angel is a truly terrifying creature to encounter in the flesh, and their otherworldly scream is a harbinger of nightmares across the Spiral Arm. Dwarfing even the tallest of humans, the Angel is a tapering mass of writhing tentacles, gelatinous membranes, and bristled claws, smelling of sulphur and ozone. Angels normally live deep in space, feeding off interstellar hydrogen and cybel energy. Forced away from their natural habitats by the Maelstrom, Angels are usually ravenous with hunger by the time they encounter



humanity, and will resort to consuming inefficient real matter in a desperate attempt to stay alive. The Karist Keepers take advantage of their discomfort, enslaving the aliens with careful rations of cybel energy, before releasing them onto the battlefield to terrify the Enclave's enemies.

An Angel's body consists of both real matter and cybel energy. Its bony torso and void gel limbs are held together by a strange combination of gravitic forces that Karist scientists long to master. Larger Angels use these forces to manipulate gravity, moulding their void gel into appendages for movement, manipulators, attack or flight control. Out of their natural environment, they eschew a singular form and instead adapt their body shape and limbs based purely on the needs of the moment. The only consistency is the ever-present six-eyed visage and gaping, long slit of a mouth, glowing with the cybel energy it feeds off.

Despite their ever-shifting nature, Mature Angels gravitate towards three main states: the flying form, where its upper-most appendages form glider-like wings that help direct its powerful kinetic shockwaves; the crab-like combat form where its void gel hardens into protective armour and giant claws; and the writhing mass of the slasher form, where the Angel moves and attacks via dozens of void gel tentacles.

Mature Angels also have a tremendous reserve of cybel energy within them, and can regurgitate this in the form of a powerful beam weapon that obliterates even the toughest foes. The very last sight many adversaries experience is the Angel's six glowing eyes and screaming mouth before its deadly cybel beam washes over them.

| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|--------------|----|-----|-----|-----|-----|-----|----|------------------|
| Mature Angel | 7 | 3 | 3 | 5/3 | 4 | 3 | 3 | Behemoth (Angel) |

EQUIPMENT: 2 Cybel Beams, Cybel Maw, Massive Void Gel Claws & 2 Void Gel Tentacles.

ABILITIES: Bloodthirsty, Cybel Frenzy, Fearsome (2), Teleport (24") & Void Gel Forms.

OPTIONS: None.

UNIQUE ABILITIES

Void Gel Forms: Each turn, after determining which main action a Mature Angel will perform, choose one of the following void gel forms. Effects of a void gel form last only until the Angel next activates.

- A. Winged Form:** Gain both the **HOVER** & **MOBILE** designators. In addition, when finishing any teleport, single or double move (including a charge) it may unleash a *kinetic shockwave*. A kinetic shockwave causes +D3 STs on all **other** units within 12" (friend and foe), which are placed before any defensive fire discipline checks caused by the move are taken.
- B. Combat Form:** Choose either the model's front or rear AV characteristic and increase it by +3. In addition, the Massive Void Gel Claws CQ weapon profile may be utilized (this is the only way it may be used).
- C. Slasher Form:** May utilize the Void Gel Tentacles weapon profile (this is the only way it may be used). If targeted by enemy CQ attacks, each model in that enemy unit fires -1 shot with their primary CQ weapon that round.

When deploying a Mature Angel, choose its starting form. This form lasts until the Angel activates for the first time.

KARIST ENCLAVE ABILITIES

ANGEL

(designator) Angels are bizarre and dangerous creatures whose physiology and behavior are barely understood, even by experts within the Karist Enclave. Angels are a xeno model (for any attacks, abilities, etc., that specify they affect xeno models). However, Angels are so radically different from all other known organisms in the galaxy, that they do not count as being either organic or inorganic models.

A unit containing one or more Angel models may not be joined or issued an order unless the model doing so has the **ANGEL HANDLER** ability. In addition, a unit containing one or more Angel models may not enter a building unless the unit contains a model with the **ANGEL HANDLER** ability. A Mature Angel is sentient enough to enter on its own, provided the building is large enough to allow this.

CYBEL FRENZY

While CQ fighting, this model can elect to cybel frenzy. If it does so, for every full 3 STs on the target unit, the cybel frenzied model fires +1 additional shot with its primary CQ weapon, provided it is a melee weapon. However, while cybel frenzied, each to hit roll of 1 means the model inflicts a hit against its own unit with its primary CQ weapon.



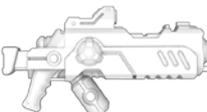
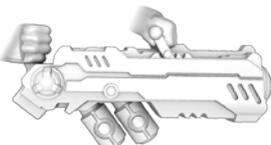
KARIST ENCLAVE EQUIPMENT

KARIST ENCLAVE RANGED WEAPONS

PULSE WEAPONS

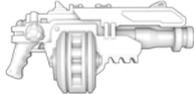
The standard type of weapon the Karists have become known for across the galaxy is the pulse energy weapon. These weapons fire electro-magnetically controlled cybel energy packets that vaporize the target upon impact. The Mk2 version of the Carbine allows the bearer the option to trade range for a more powerful projectile at close quarters. The Ravager Vulcan Pulse Cannon's larger bore allows it to fire larger cybel projectiles at a much higher volume.

While other factions shy away from utilising the potent yet unpredictable cybel energy in their weapons, the Karist Enclave embraces it with vigor. Raw cybel energy annihilates 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.

| Name | RNG | SHO | PEN | DAM | Special | |
|---|-----|-----|-----|-----|-----------------------------------|---|
| Pulse Pistol | 12" | 2 | 3 | 1 | Explosive (6+), Pistol |  |
| Pulse Carbine (& Pulse Carbine Mk2) | 18" | 2 | 4 | 1 | Explosive (6+) |  |
| Pulse Carbine - Charged Shot (Pulse Carbine Mk2 only) | 12" | 2 | 5 | 2 | Explosive (6+), Short Ranged (+1) | |
| Ravager Vulcan Pulse Cannon | 24" | 3 | 5 | 1 | Explosive (6+), Heavy |  |

SOLID PROJECTILE CYBEL WEAPONRY

These weapons fire a solid projectile filled with a core of destructive cybel energy. The larger Ripper Grenade bursts into a hail of razor-sharp shrapnel on impact, scattering enemies cowering behind cover before the cybel round at the centre explodes. When the smaller Nox projectile's hardened tips penetrate the enemy's armor, the resulting effects are as horrifying as they are lethal, as the cybel energy annihilates flesh and bone, literally destroying the target from within.

| Name | RNG | SHO | PEN | DAM | Special | |
|--------------------------------|-----|------|-----|-----|--|---|
| Nox Pistol | 12" | 2 | 3 | 2 | Explosive (6+), Pistol |  |
| Ripper Energy Grenade Launcher | 18" | 1+SB | 3 | 1 | AoE (SB), Explosive (6+), Ignore Cover, Suppress (1) |  |

CYBEL ENERGY LAUNCHERS

Coriolis Launchers fire a cybel energy projectile designed to burst apart on impact, the resulting firestorm washing over any cover the enemy is hiding behind. The Hellstorm, on the other hand, fires a much tighter energy packet which can punch through even the thickest armor. The Hellstorm also allows the firer a bit of rudimentary control over the projectile mid-flight, although the higher firing arc gives the enemy time to dive out of the way, if they're willing to abandon their positions.

| Name | RNG | SHO | PEN | DAM | Special | |
|--------------------------|-----|------|-----|-----|---|--|
| Coriolis Energy Launcher | 24" | 1+SB | 4 | 1 | AoE (SB), Explosive (6+), Heavy, Ignore Cover, Suppress (1) |  |
| Hellstorm Energy Mortar | 30" | 1+SB | 5 | 2 | AoE (SB), Explosive (6+), Heavy, Ind Fire (Optional, Slow Projectile) | |

Slow Projectile: When fired indirectly, any enemy units even partially under this AoE template may elect to avoid it before rolls to hit are made. If a unit elects to avoid, it is automatically missed by these attacks but the firing player may move the unit up to 3" as a forced move, though the

owning player still chooses which direction the unit will face. The unit gains +1 ST for each slow projectile weapon fired that it avoided this way. Units unable to make a fixed move for any reason, such as those inside a building, may not avoid.

CYBEL GLAIVE

A Cybel Glaive is an ornate staff, with a miniature cybel reactor housed in-between the two blades at its end. The staff generates an energy field, which can be shaped to hold a bubble of compressed cybel energy at the tip of the staff. This bubble can be launched towards the enemy as a ranged attack, or wielded in concentrated form as a melee attack. When fired, the bubble expands and weakens as it travels, before striking its target in a giant conflagration. At close quarters, the bubble is held at the staff's tip until it contacts a foe, utterly decimating its victim. The field can also be extended to protect the unit against incoming fire.

| Name | RNG | SHO | PEN | DAM | Special | |
|-----------------------|-----|------|-----|-----|--|---|
| Cybel Glaive (Ranged) | 12" | 1+LB | 3 | 1 | AoE (LB), Explosive (6+), Glaive Field, Short Ranged |  |
| Cybel Glaive (CQ) | CQ | -1 | 7 | 2 | Explosive (6+), Glaive Field, Heavy, Melee | |

Glaive Field: If a model with a Cybel Glaive does not fire during its main action, then once that main action is complete and as long as the unit is not on the move, the model gains the **FIELD (1)** ability, or adds +1 to any

other **FIELD** ability the unit might otherwise have (including one generated by another Cybel Glaive). This ability lasts only until the unit next activates or if the model fires defensively before that.

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 only use cybel energy internally, by directing it to merge and annihilate a tiny portion of radioactive metal, thereby creating the radiation which is fired out of the weapon.

| Name | RNG | SHO | PEN | DAM | Special | |
|-----------------|-----|-------|-----|-----|-----------------------|---|
| Radwave Emitter | 8" | 2+SPR | 4+ | 1 | AoE (SPR), F-PEN (4+) |  |

KINETIC WEAPONS

Kinetic weaponry is rare technology used by high ranking members of the Kaddar priesthood. A Kinetic Gauntlet uses the intense force generated when cybel energy annihilates with real matter to propel a wave of kinetic energy from the Gauntlet's fist all the way to its target, potentially even overturning a tank, or shattering a group of infantry. In the case of Kaddar Novae, their Kinetic Gauntlet is slaved to a large, man-portable Cybel Reactor, mounted on their back.

| Name | RNG | SHO | PEN | DAM | Special |
|-----------------------------|-----|-----|-----|-----|---|
| Kinetic Gauntlet (Standard) | 18" | 2 | 6 | 1 | Pistol, Suppress (1) |
| Kinetic Gauntlet (Overload) | 18" | 3 | 8 | 2 | Overload Suppress (D3), Short Ranged, Titan Slayer (4+) |

Overload Suppress: All units within 18" and at least partially within the unit's front fire arc gain STs as though hit by a Suppress (D3) attack, regardless of whether

they are actually hit or not. This affects both friendly and enemy units, but not the firing unit.

ANGEL RANGED WEAPONS

Angels sustain their improbable form by converting cybel energy, and can expel their food 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.

| Name | RNG | SHO | PEN | DAM | Special |
|--|-----|-----|-----|-----|------------------------|
| Cybel Pulse | 18" | 2 | 3 | 1 | Explosive (6+) |
| Cybel Beam | 18" | 3 | 5 | 2 | Beam, Explosive (6+) |
| Void Gel Tentacles (Slasher Form only) | 12" | 3 | 1 | 1 | Drag Unit (1"), Pistol |

KARIST ENCLAVE MELEE WEAPONS

CYBEL BLADE

A Cybel Blade is a mono-molecular blade sheathed in cybel energy. When striking, the outer electromagnetic field temporarily drops, allowing the cybel energy to annihilate a chunk of the target's armour while the follow-through from the blade makes short work of what is left.

| Name | RNG | SHO | PEN | DAM | Special | |
|-------------|-----|-----|-----|-----|-----------------------|---|
| Cybel Blade | CQ | - | 5 | 1 | Explosive (6+), Melee |  |

ANGEL MELEE WEAPONS

A close up encounter with an Angel is a fearsome experience. At close quarters their gaping maw expels cybel energy that vaporises chunks of their foe's armour and causes massive damage on unarmoured flesh.

| Name | RNG | SHO | PEN | DAM | Special | |
|--|-----|-----|-----|-----|-----------------------|--|
| Cybel Maw | CQ | - | MAS | 1 | Explosive (6+), Melee | |
| Massive Void Gel Claws (Combat Form only) | CQ | - | +1 | 2 | Heavy, Melee | |

KARIST ENCLAVE GRENADES

CYBEL CHARGES

Cybel Charges are the Karist equivalent of a breaching charge. They combine a conventional directional explosive with a reservoir of cybel energy. The explosive charge breaches both the reservoir and target instantaneously, releasing the cybel energy inside, vaporising huge chunks of buildings, vehicles and large enemies.

| Name | RNG | SHO | PEN | DAM | Special | |
|---------------|-----|-----|-----|-----|---|---|
| Cybel Charges | CQ | - | 6 | 3 | CQ Explosive, Explosive (6+), Large Models Only |  |

RAD GRENADES

Rad Grenades, like the rest of the Karist weaponry, utilise the destructive power of cybel energy. Unlike most weapons, they do so indirectly. When a Rad Grenade's timer runs out, a dense block of tungsten is slammed into a reservoir of cybel energy. The resultant reaction emits a powerful blast of gamma radiation that can poison the strongest creature in moments and heavily damage electronic equipment.

| Name | RNG | SHO | PEN | DAM | Special | |
|--------------|-----|------|-----|-----|---|---|
| Rad Grenades | 6" | 1+SB | 4+ | 1 | AoE (SB), F-PEN (4+), Grenade, Ignore Cover |  |

SWARMER GRENADES

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. In addition, dosing an enemy unit with a Swarmer Grenade has the side benefit of attracting the ravenous attention of Angels.

| Name | RNG | SHO | PEN | DAM | Special | |
|------------------|-----|------|-----|-----|---|---|
| Swarmer Grenades | 6" | 0+SB | 1 | 1 | AoE (SB), Grenade, Suppress (psych 3D3) |  |

KARIST ENCLAVE SUPPORT EQUIPMENT

COMMUNE REACTOR

(squad ability) When the unit fails any type of discipline check it can elect to engage its commune reactors to reduce the result needed to pass the check by 1 (down to a minimum of 2+), thereby potentially passing the failed check. However, if it elects to do so, the unit gains +D3 STs immediately after passing the discipline check.

The Karist Enclave believe that communion with na-cybel energy during life is essential to prepare the body and soul for ascension in the Maelstrom's embrace. Every Karist carries with them a commune reactor, a circular pendant with an irised opening resembling a cybel gate. Activating the commune releases a small quantity of the na-cybel energy held within. In the short term, the euphoria and mild hallucinations give temporary escape from even the horrors of war. However, once the beneficial effects of the commune wear off, the Karist is left with physical damage caused to their body by exposure to this potent energy.

CYBEL MINES

Cybel Mines have the **MINE (2D3+1)** ability.



MINE (X)

When performing an Advance & Fire action, a model equipped with a mine may set it instead of firing a weapon. A set mine is represented by a mine marker (a mine mounted on a 25mm circular base) and must be placed on the table touching the model who set it. A mine marker is not activated until the entire unit that placed it ends an action more than 6" away from it, or when that unit is later completely destroyed. A mine marker cannot be placed in impassable ground (including inside of or on top of a building), on another model, or on an objective marker.

Minefield

A minefield is the area 6" around an active mine marker. A unit that moves through a minefield, including starting or ending their move there, triggers the mine and gains a number of STs equal to the mine's ability value (X), after which the mine marker is removed from the game. A unit that can ignore dangerous ground ignores a minefield in exactly the same way. For example, a unit that moves entirely over a minefield with a dynamic move would not trigger it, but one that starts or ends their dynamic move within the minefield would.

SHIELD REACTOR PACK

Each turn, once a Kaddar Nova has determined which main action it will be performing, choose one of the following three modes for its reactor pack. Ongoing effects of a shield reactor mode last only until the Kaddar Nova next activates.

- A. Kinetic Boost:** MV and EVS characteristics are doubled.
- B. Shield Mode:** AV characteristic is doubled and **FIELD** ability value is increased to (2).
- C. Gauntlet Overload:** The Kinetic Gauntlet must use its Overload profile. This is the only way its Overload profile may be used. This mode cannot be used in consecutive turns.

When deploying a Kaddar Nova, choose its starting mode. This mode lasts until the Kaddar Nova activates for the first time.

A Kaddar Nova's unusual tolerance level to cybel energy uniquely enables them to carry a large and unwieldy back-mounted cybel reactor. This reactor powers a number of different kinetic energy devices, depending on the particular need of the Kaddar Nova at that moment: a kinetic shield generator, able to deflect incoming attacks; a mild anti-grav field, offsetting the weight of the reactor and allowing the Kaddar Nova to move with shocking speed and power; or their Kinetic Gauntlet, a powerful weapon which, at full power, can overturn a tank or shatter a group of infantry. These energy-hungry kinetic devices represent the pinnacle of Karist technology, only made possible through close study and experimentation upon Angels, who regularly display complete mastery of kinetic energy. In the most desperate of times, a Kaddar Nova can even perform the ultimate sacrifice, detonating their cybel reactor in an attempt to wrest control of the battlefield from their enemies.

KARIST ENCLAVE FACTION OBJECTIVE: SECRET CACHE

A secret cache is a single, personal small objective marker placed after deployment zones are chosen, but before forces are deployed. It must be placed entirely within no-man's land, following the standard objective marker placement restrictions. It behaves like a standard objective marker except that only friendly Karist units can control it, although opposing units can contest it as normal.

A Secret Cache can generate a maximum of 3 VPs, once that total has been reached the cache is removed from the table.

The message of the Karist religion is not often welcomed, and frequently missionaries of the Karist way are treated with mistrust and even outright hostility. 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. Shadow Walkers infiltrate the societies of these worlds, aiding these clandestine prayer groups and leaving secret caches of supplies for the growing Karist movement.

Partial: (each end phase) If your side controls your secret cache and did not utilize the **CACHE RESUPPLY** ability (see below) that turn, gain 1 VP.

Full: (end of game) If your side controls your secret cache, gain all of its remaining VPs.

Cache Resupply: A single friendly Karist unit per turn in control of the cache when firing a round of non-CQ shooting may choose to re-roll its failed rolls to hit during that round only. However, utilizing this ability means that the cache will not generate 1 VP in that turn's end phase.

MODELING A SECRET CACHE

Although a cardstock version of a secret cache is included in the **Battle for Zycanthus** box set, we encourage the budding Karist Enclave player to scratchbuild or convert their own if they're up for that modeling challenge. Just remember, a secret cache is a small objective marker, so whether using the cardstock version or creating your own, it should be mounted on a 25mm base.

