

1.0 KRAYTONIAN ARMY LIST

Special Abilities

Battle Lust: Breed into Kraytonians is the desire to be at the front of the battle and claiming honour for you and your battle brood. When a Kraytonian falls in battle another in their battle brood is quick to jump into their place.

Casualties caused to a Kraytonian formation come from the rear of the formation not the front. All Kraytonian units have this ability.

Gara Teleporters:

- Gara can teleport up to 40cm & carried out as follows:
 - Nominate target landing spot for lead Gara. Place one miniature.
 - Scatter as per artillery.
 - Roll a D10. Multiply that by the number of Gara's.
 - That result is the diameter of the blast wave from them re-entering normal space.
 - EVERY unit, friend or foe, within that area gains a suppression marker for its formation except for the Gara's that are teleporting this activation.
 - Place subsequent Garas within 5cm of the first.
 - Kamalei are placed within 5cm of the garas & must assault closest enemy formation if possible (they're trained to come out of teleport & assault).
- Its the whole tank that teleports (as opposed to just being a jump station & sending off its troops)
- Teleporting can only be done when on assault orders
- Assaults using teleports DO NOT need line of sight.
- Garas take one complete turn to re-charge.
- No Assault Fire for Kamalei

Arka Artillery:

Arka's place templates in the same manner as any other artillery do. However, any target underneath is hit on a roll of 10 or suppressed on a 9. No modifiers or equations - a roll of 10. On suppression fire, the area is simply being saturated with more high-energy Neutrinos. Thus it becomes a roll of 8 or higher with suppression a roll of 7.

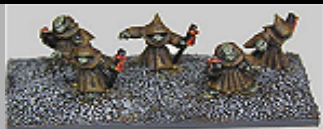
Araspan Drop Pod:

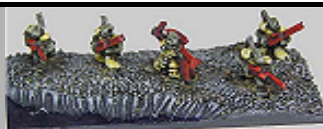
The pod may be dropped from flight at the end of the Araspan's movement, when on bombing orders. The Araspan does NOT have to land for deployment. Place the pod on the target location & deviate as though at 30cm range & out of LoS(2 x deviation multiplier, only 10 is direct hit). Any infantry hit by the landing pod take an armour test. Pass = move aside. Fail = killed. If armoured vehicles are hit, roll an attack with TAV 12. A successful attack will result in the tank taking damage as normal. If the attack fails, or causes suppression, place the pod with its nose touching the vehicle along the attack vector. The Araspan pod has no Area of influence (zone of control) and ignores enemy Zone of Control.


2.0 Units

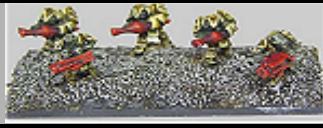
Basileus									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	3	4	3	3	6	7	8
Special Abilities: Commander									
Weapon		Range	AI/AV	Notes					TAV
Pulse Guns		20cm	3/2	AF					6/5
Honour Swords		Base	4/5	AW					8/9

Units Continued


									
Ketzali Priests									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	3	4	4	2	6	6	7
Special Abilities: +1 to training and TAV to friendly units on assault orders within command radius at the start of activation									
Weapon		Range	AI/AV	Notes					TAV
Staff Pulse		20cm	3/2	AF					5/5
Staff Blade		Base	5/5	AW					9/9


									
Brood Boss									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	3	4	2	3	5	7	7
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Pulse Guns		20cm	3/2	AF					6/5
Honour Swords		Base	4/5	AW					8/9

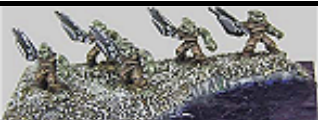
									
Veterans									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	3	4	3	3	6	7	7
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Pulse Guns		20cm	3/2	AF					6/5
Honour Swords		Base	4/5	AW					8/9


									
Monitor Warriors									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	6	2	3	2	3	5	6	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Pulse Guns		20cm	3/2	AF					5/4
Honour Blades		Base	4/4	AW					7/7

Units Continued

									
Medium Monitors									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	6	2	3	2	3	5	6	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Hvy Pulse Guns		45cm	4/-	RoF (3), AF					6/-
Honour Knives		Base	3/1	AW					6/4

									
Monitor Fire Support									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	6	2	3	2	3	5	6	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Matter Launcher		45cm	4/7	Rof (2)					6/9

									
Kamalei									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	2	3	3	2	5	5	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Pulse Guns		20cm	3/2	AF					5/4
Honour Swords & Charges		Base	4/5	AW					7/8

									
Rakkat Riders									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	Inf	6	1	3	2	3	5	6	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Pulse Rifle		20cm	4/3	AF					5/4
Blades, Claws, Teeth		Base	4/5	Rof (2/1), AW					7/8

Skimmers


Aurika									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	2	1	1	4	5	5	6
Special Abilities: Highly manoeuvrable, LT (1)									
Weapon		Range	AI/AV	Notes					TAV
Matter Cannon		40cm	4/6						6/8


Arka									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	2	1	1	5	6	6	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Dark Matter Projector		40cm	NB/NB	RoE (8), see special rules above					NB/NB


Arkalest									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	ArmVh	7	2	1	1	6	7	7	7
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Balest Cannon		50cm	-/8	RoF(3)					-/10

Gerresh (AA)									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	2	1	1	5	6	6	6
Special Abilities: Highly Manoeuvrable									
Weapon		Range	AI/AV	Notes					TAV
Quad Matter Cannon		40cm	-/7	RoF (4), AA					-/9


Units Continued

 Gara									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	2	1	1	5	6	6	6
Special Abilities: Teleport (See rules above)									
Weapon		Range	AI/AV	Notes					TAV
-		-	-						-


 Kijakk									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
40cm	Livh	7	2	2	2	4	6	6	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Pulse Cannon		30cm	4/6						6/8
Pulse Battery		20cm	3/2	RoF (2), AF					5/4

 Kurall									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	ArmVh	7	2	1	1	4	5	5	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Rocket Battery		30cm	-/7						-/9
Pulse Battery		20cm	3/2	RoF (2), AF					5/4


Air Units


 Arkator									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Bomber	7	2	-	2	4	6	-	6
Special Abilities: Available turns during move 2 x 45°									
Weapon		Range	AI/AV	Notes					TAV
Bombs		10cm	4/7	RoE (4), Bombs					6/9
Pulsar Cannons		20cm	-/6	AA					-/8

Units Continued


 Arkiten									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
10cm	Fighter	7	2	-	3	2	5	-	6
Special Abilities: Available turn during move 1 x 90° or 2 x 45°									
Weapon		Range	AI/AV	Notes					TAV
2 x Pulse Cannon		30cm	4/6						6/8


War Machines

 Araspan									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	WM	7	2	-	2	6	8	-	7
Size	1-4 Structure		5-7 Systems			8-10 Weapons			
5	OOO		OO			OO			
	Destroyed = Armour Halved		Destroyed = No movement or melee			Destroyed = Ranged Weapons gone			
Special Abilities: Available turns during move 2 x 45°									
Weapon		Range	AI/AV	Notes					TAV
Balest		30cm	-/8	RoF(4) 180° front					-/10
'Buzzsaws'		30cm	6/4	RoF(8) 180° front					8/6

 Araspan Drop Pod									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
None		7	1	-	1	6	7	6	10
Special Abilities: Highly manoeuvrable, DP 4									
Weapon		Range	AI/AV	Notes					TAV
'Buzzsaw' Turrets		30cm	6/4	360°, AW, RoF(12)					7/5

Units Continued

 Aryx									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	WM	7	2	-	2	7	9	-	7
Size	1-4 Structure		5-8 Systems			9-10 Weapons			
6	OOO		OOO			OO			
	Destroyed = Armour Halved		Destroyed = No movement or melee			Destroyed = Ranged Weapons gone			
Special Abilities: Available turns during move 2 x 45°, HT(12) with drop pod									
Weapon		Range	AI/AV	Notes					TAV
Heavy Pulse Cannons		40cm	-/9	RoF(8) RoF(4) when carrying pod					-/11

 Karak									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	WM	7	2	-	2	7	9	-	7
Size	1-4 Structure		5-7 Systems			8-10 Weapons			
5	OOO		OO			OO			
	Destroyed = Armour Halved		Destroyed = No movement or melee			Destroyed = Ranged Weapons gone			
Special Abilities: LT(12) with pod, Available turns during move 2 x 45°									
Weapon		Range	AI/AV	Notes					TAV
Only one weapon below can be used per turn:									
Focused Beam		30cm	-/12						-/14
Area Blast		30cm	6/6	RoE(8)					8/8