

Kraytonian Stat Lists

Army Traits & Special Rules:

Battle Lust:

Bred 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 and as follows:

1. Nominate a landing spot for lead Gara. Place one miniature.
2. Scatter as per artillery.
3. Roll a D10. Multiply that by the number of Garas.
4. That result is the diameter of the blast wave from them re-entering normal space.
5. EVERY unit, friend or foe, within that area gains a suppression marker for its formation except for the Garas which are teleporting this activation.
6. Place subsequent Garas within 5cm of the first.
7. Kameli are placed within 5cm of their Gara and must assault the closest enemy formation if possible.

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 Kameli.

Arka Artillery:

Due to the nature of their weaponry, any unit underneath an Arka battery's template is hit on a roll of 10 or suppressed on a 9. No modifiers or equations. On suppression fire, it becomes a roll of 8 or more with suppression on a roll of a 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. The Pod may not be placed on any terrain features which impede the movement of Armoured vehicles (i.e. must be placed in open ground) and may not be placed on top of enemy units. However, the Araspan pod has no AoI and ignores enemy AoI as well, so may be placed within 10cm of enemy units.


Ketzali Priests:

Any formations on assault orders, starting their activation within command radius of the Ketzali, gain a +1 to their training and +1 TAV in assault for the rest of the turn.


Rakkat Riders:


The Rakkat attacks in close assault using its devastating huge claws to sweep away swathes of infantry. Against armoured foes, it uses its claws to grapple the target, whilst using its immensely powerful, beak-like Jaws to rend apart tough armour. **Thus the Rakkat gets two assault attacks against infantry, or just one against armoured foes.**


Kraytonian Infantry

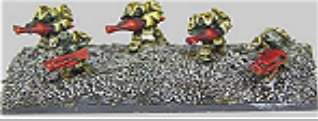
	Basileus								
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	3	4	3	3	6	7	8
Special Abilities: Commander									
Weapon		Range	AI/AV	Notes				TAV	
Pulse Guns		20cm	3/2	AF				6/5	
Honour Swords		Base	4/5	AW				8/9	


Kraytonian Infantry 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: See Notes										
Weapon		Range	AI/AV	Notes					TAV	
Staff Pulse		20cm	3/2	AF					6/5	
Staff Blade		Base	5/7	AW					9/11	


	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	


	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	


	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	

	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	
Heavy Pulse Gun		45cm	4/-	RoF(3), AF					6/-	
Honour Knives		Base	3/1	AW					6/4	


Kraytonian Infantry Continued


	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

	Kameli								
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	2	3	3	2	5	5	6
Special Abilities: Advanced Deployment									
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) - see notes above, AW					7/8

Kraytonian Vehicles

	Aurika								
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	2	1	1	4	5	5	6
Special Abilities: Anti-Grav, 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: Anti-Grav, Highly Manoeuvrable									
Weapon		Range	AI/AV	Notes					TAV
Dark Matter Projector		40cm	NB/NB	AoE(8), see notes above					NB/NB

Kraytonian Vehicles Continued

Arkalest									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	ArmVh	7	2	1	1	6	7	7	7
Special Abilities: Anti-Grav									
Weapon		Range	AI/AV	Notes					TAV
Balest		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: Anti-Grav, Highly Manoeuvrable									
Weapon		Range	AI/AV	Notes					TAV
Quad Matter Cannon		40cm	-/7	RoF(4), AA					-/9


Kijakk									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
40cm	SftVh	7	2	2	2	4	6	6	6
Special Abilities: Anti-Grav									
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: Anti-Grav									
Weapon		Range	AI/AV	Notes					TAV
Missile Battery		30cm	-/7						-/9
Pulse Battery		20cm	3/2	RoF(2), AF					5/4


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


Kraytonian Aircraft

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


	Arkator								
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Bomber	7	2	-	2	5	7	-	6
Special Abilities: Available turns during move 2x 45°									
Weapon		Range	AI/AV	Notes					TAV
Bombs		10cm	7/7	AoE(4), Bombs, LFA					9/9
Pulsar Cannons		20cm	-/6	AA, LFA					-/8


Kraytonian War Machines

	Aryx								
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	DS	7	2	-	2	8	10	-	7
Size	1-4 Structure		5-8 Systems			9-10 Weapons			
6	OOO		OOO			OO			
	Destroyed = Armour halved		Destroyed = No turning – if airbourne move in a straight line. If on the ground, may not move or take off			Destroyed = Ranged weapons gone			
Special Abilities: HT(12) with Pod, Available turns during move 2 x 45°									
Weapon		Range	AI/AV	Notes					TAV
Heavy Pulse Cannons		40cm	-/9	RoF(8),RoF(4) when carrying pod, LFA					-/11

	Karok								
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	DS	7	2	-	2	8	10	-	7
Size	1-4 Structure		5-7 Systems			8-10 Weapons			
5	OOO		OO			OO			
	Destroyed = Armour halved		Destroyed = No turning – if airbourne move in a straight line. If on the ground, may not move or take off			Destroyed = Ranged weapons gone			
Special Abilities: LT(12) with pod, Available turns during move: 2 x 45°									
Weapon		Range	AI/AV	Notes					TAV
Focused Beam		30cm	-/13	LFA					-/15
Area Blast		30cm	6/6	AoE(8), LFA					8/8

Kraytonian War Machines Continued

 Araspan									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	DS	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 turning – if airbourne move in a straight line. If on the ground, may not move or take off			Destroyed = Ranged weapons gone			
Special Abilities: Available turns during move: 2 x 45°									
Weapon		Range	AI/AV	Notes				TAV	
		30cm	-/8	RoF(4) , LFA				-/10	
		30cm	6/4	RoF(8) , LFA				8/6	

 Araspan Drop Pod									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
None	ArmVeh	7	1	-	1	6	7	6	10
Special Abilities: DP(4), Highly Manoeuvrable									
Weapon		Range	AI/AV	Notes				TAV	
		30cm	6/4	360°, AF, RoF(12), May not fire until Pod is deployed on the ground.				7/5	