

The Kraytonian Army Guide

The Kraytonian Army:

The way to honour is a way through war

A Kraytonian pup is a warrior from birth. There is no conscription into their forces, but then there is no need. It is estimated by Pax observers that 90% of Kraytonian young, both male and female alike, will choose the path of the warrior for at least one tour of duty.

Great warriors are revered in Kraytonian society and honoured by all. The ruling council of the Kuorum is made up almost entirely of fierce old warriors who have risen through the ranks, surviving through conflicts around many stars. Personal challenges are not unusual at any level of society, some of which are fought to the death, but all must adhere to strict rules of initiation and codes of conduct for the combatants.



A Kraytonian army ready to move out.

But they are not a race of needless violence. All conflicts must be justifiable. They must have good reason and honourable cause in order for the warriors to gain in stature within the mortal realms, or earn their place alongside other fallen heroes should their time be called.

So it is that in all combats, a Krayt seeks to honour their brood and serve their Basilius as best they can. Their weaponry is certainly efficient for ranged combat, although all Kraytonians harbour the natural instinct to get into close quarters fighting, where they can outmatch most foes in size and pure power. This physical presence, combined with their natural instincts for combat means they often come out the victors even when engaging larger enemy formations.

On occasion, young Kraytonians have been known to be reckless in their task of seeking honour. Charging in for death or glory rather than holding a secured position. Young broods can fall foul to confusion on the front or even leadership challenges issued in the heat of battle. On the whole, however, the experience passed on from generation to generation of natural warriors has led to a greatly efficient fighting force, who fight continually to reclaim an empire they believe to be theirs by right, on many fronts, across unimaginable distances.

The weaponry they bring to the battlefield is the match of any other major race. Whilst forces closer to the Kraytonian homeworlds cling fiercely to ancient traditional ways, the relatively recent introduction of the "X" technologies were instantly embraced by Kraytonian commanders on the front lines of their Empire. It was this major advance which has seen the addition of the Arkalest, the Arkiten and the Aryx – all names well feared by enemy commanders- and which has set Kraytonian drive for expansion alive once more.

The individual Kraytonian warrior is a fearsome beast and more than a match for your standard trooper from any of the Pax Arcadia systems. Supported by an array of lightly armoured, but well armed and highly manoeuvrable vehicles, and with the ability to truly rule the skies over any battlefield using whole fleets of immense dropships, the Krayt commander has a wide variety of options available to them to complete any task required.

Kraytonian Army Special Rules

-Battle Lust: Kraytonian forces are eager to earn great honour in battle. In the face of losses, they will surge forwards to take the place of their fallen battle brothers & seek vengeance for their loss.

Kraytonian Formations take casualties from the rearmost units of the formation rather than those nearest the enemy.

-Ketzali Priests: See unit description

-Arka Artillery: See unit description

-Gara Teleporter: See unit description

-Araspan Dropship / Drop Pod: See unit description

The Basilei

Warlords of the Kraytonians

The Basilei are the rulers of the Kraytonians and the leaders of their military might. They are powerful fighters, capable tacticians, and inspiring leaders – always leading from the front and found in the thick of battle.

And they're more than capable of surviving there too. Standing well above the height of a man, a standard Kraytonian is a fierce opponent in close quarters fighting. A Basileus takes this to the next level: Often standing considerably taller than even the honour guard around them, the Kraytonians' respect for physical power alongside honour means no Basileus gets to such a position without being fearsome, even among the ranks of such reptilian monsters. On the field they wield the mighty Falx, a massive double handed weapon and status symbol in Kraytonian society.

They are usually accompanied by a bodyguard of hand-picked veteran monitor warriors, who are also armed with the traditional Basileus Falx as well as pulse guns for some effective ranged power.



The Basileus, commander of Kraytonian forces

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			

The evening was dark and rain pelted from the skies as though it was yet another weapon under enemy control. Gaurkra had been leading his Brood in a fighting withdrawal for two days now. The mighty warriors around him were worn to a thread, and Gaurkra could tell he wasn't far from having a heroic withdrawal become a route.

Another hail of enemy fire lunged through the driving rain. The mighty Krayt followed the sound of a shell overhead and watched it land with a bright flash and a distant boom far to the rear. The sound of the explosion faded, but as Gaurkra began to turn back to the front, he realised that the glow remained. Soon, the noise of war to which he was so accustomed was being drowned out by war cries as the glow continued to gain intensity.....

For the first time in many days, Gaurkra's heart lifted, for he knew what approached.

The glow was the eerie light of Ketzali Drak-staffs and soon the ranks of warriors were parting close to Gaurkra as his men stepped aside for the Ketzali to reach the front. Instinctively they lined themselves up beside the Brood Boss, and with little more than a nod between them, began the march forwards once again, breaking into a jog as the wavering retreat quickly became a fierce counter attack....

Ketzali

Inspiring An Empire

Mystery surrounds the Kraytonian priests, and they seem quite happy to keep it that way. They may not be an official part of the Kraytonian chain of command, but they are revered by warrior & Basileus alike.

Known to have existed at the birth of the first Kraytonian Empire, the Ketzali disappeared at its height of success. Equally as mysterious was their re-emergence, shortly before the start of the third empire, but none shall deny the impact of this aggressive and inspiring species of Krayt.



The Ketzali priests

In combat they are a blur, performing feats of agility unbelievable for beasts of their size. Even on the front line they use no armour, preferring to wear only traditional robes as they wield their traditional Drak-tail staff. However, this weapon's simple appearance is illusory – the priests are the wielders of some of the most awe-inspiring weaponry to be found in the ranks of the Kraytonian army. The Ketzali staff is capable of firing terrifying balls of unknown energies. Whilst such ranged attacks are little more effective than a standard pulse gun, their nature has a far wider reaching effect in spreading fear amongst their foes, and pride amongst their kin. This is where their true main role lies, in inspiring those around them.

The true nature of the weapon, and indeed the Ketzali themselves can only be seen when close quarters fighting is joined. It is here that their foes learn to fear them and their Drak-tail staffs, as they slice through enemy infantry and armoured units with equal ease.

The inspiring blasts of energy as the enemy closes, combined with their martial prowess, drives the Kraytonians in their presence to ever greater feats of daring and domination over their foe. And it is this effect which is their greatest, for not only are they fearsome in themselves, but they can lead a battle front to be even more fearsome with them.

Special Rule: 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.

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	

Veteran Monitor Warriors

The Kraytonian Elite

Monitor Warriors who survive three complete tours of duty (each approximately 7 human years) are officially promoted to Veteran status.

These experienced warriors are armed in a similar manner to their less experienced brethren, but usually disdain some of the armour worn by standard monitors in a show of pure Kraytonian bravado. Tough, aggressive, and hard-headed, Veteran units are at the forefront of the Kraytonian ranks.

Their greater skills in simply surviving the battlefield make them hard to shift, and their greater experience with close assaults make them an enemy not to be underestimated should you need to get up close and personal with them. Good luck to any force tasked with getting into a position which Veteran Monitor warriors are holding.



Proud veteran monitor warriors

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

Leading The Way Forward

A Kraytonian warrior who completes (and indeed survives!) a full tour of duty will often find that their own Brood has sustained such losses in combat that they are no longer an efficient fighting formation. Warriors from such Broods have generally learnt a great deal from their time in combat and their experience is well respected. There is no shame in a warrior completing a tour and returning to their home-world, but many decide to stay on and continue their service to the Empire.



A Kraytonian Brood Boss

Such warriors are given the chance to raise a new Brood of fresh Kraytonian Monitors, leading them into combat and passing on the lessons of their experiences. Their skills are not quite up to that of the Veteran Elite, but their leadership is of the greatest value to the troops they join.

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

Mainstay of the Krayt war machine

The mainstay of the Kraytonian forces is the Monitor warriors. The Kraytonians are a proud and aggressive warrior race, devoted to the ideals of aggression and resilience. Service is not compulsory, but it is rare that a Kraytonian should come of age without having had some battle experience.



Monitor warriors with pulse guns

They can be found at the front of every Kraytonian advance, capturing positions and providing a range of firepower by means of the standard impulse guns and a variety of heavier armaments. Their natural tactical flexibility sees them suit any role from the support of armoured advances to deployment from Kraytonian heavy transports, well behind enemy lines.

Kept in check by their Brood Boss and the Basilei, the Monitor regiments are a powerful and well-equipped force, forever spearheading the new expansion of the Kraytonian domains. They fight in groups which are brought together from across the Kraytonian domains. These fighting formations are known as "Broods" and for good reason, for once formed, the members of a warrior Brood become as close as brothers.

These strong bonds, forged on the front lines, help the Kraytonian Empire remain robust in times of civil dispute as well as bringing spirit to Kraytonian fighting formations. For these bonds rarely die with the end of conflict, many will continue close ties to Kraytonians all across their empire from their days of service.

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 Support Monitors with Heavy Pulse Guns



Heavy Support Monitors with Matter Launchers

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

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

The Sudden Strike

The Kameli are specialised reconnaissance troops, capable of infiltrating far behind enemy lines. They are often aided in their missions by access to some of the greatest technologies available. Using Gara Teleporters, they can appear without warning, disrupting formations and uprooting strongpoint garrisons, before disappearing with almost equal rapidity. This sub-species is so different from the other Krayt that it was once believed they were an entirely different race. Armed with a lightweight version of the pulse gun, demolition charges and an assortment of grenades, and with their deft use of all available cover, they are well adapted to infiltration and scouting duties.



A Kameli scout unit

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

Outriders for the Basileus

Rakkats are a semi-intelligent, large, quadrupedal Kraytonian species which move at considerable speed on open land. They are equally able to clamber across rough ground, or climb apparently unscalable walls.

Commonly ridden by Kameli infantry as reconnaissance teams, they are the outriders of the Basilei. Although the Rakkats are incapable of carrying weapons themselves, they can assault any enemy in close combat to devastating effect, using their strong claws and crushing jaws to rip enemy flesh and armour alike.

Compared to the power of the beasts themselves, the Riders offer little more than direction and a token of ranged firepower to their formations.



A Lone Rakkat Rider

Note: 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.**

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	

Aurika Light Tank

The Empires Workhorse

Lightly armoured but well armed with a Kraxlit "Matter Cannon", and highly manoeuvrable, the roles of the Aurika light tank are many within Krayt armies. As well as performing the usual duties of a light tank, it also performs the light transport role, able to offer good covering fire for its occupants. It is also often deployed in large formations, using the vehicle's agility as a highly mobile armoured reserve, called upon to react to & break enemy offensives anywhere along the front line.

In line with many of the Kraytonian vehicles, defence is not the priority and its armour pales in comparison to that found on Pax units, but in all other aspects it is certainly more than worthy of respect from the Kraytonian crews, and their enemy. To serve on an Aurika is an honour for any Monitor, and the light tank regiments are never wanting for eager recruits.



The Aurika

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(I)									
Weapon		Range	AI/AV	Notes				TAV	
Matter Cannon		40cm	4/6					6/8	

Arka Medium Tank

The Armour Scythe

Slower than the Aurika, the Arka hull is a larger and better-armoured tank. Originally designed as an armoured transport mounting the same turret carried by the Aurika light tank, its principal function has since seen it lose its personnel-carrying capability to the large generators for the Argon dark matter projector. This unique weapon is based on "Dark Matter Manipulation" (DMM) technology, which has only recently been acquired by the Kraytonians. This battery weapon lays down a barrage of dark matter based shots, clearing large areas of enemy troops and vehicles alike.

Though no residue has ever been recovered after an Arka attack, it is thought the projectile's Dark matter base is what gives it its scything ability against enemy armour. Light vehicles and the heaviest of tanks appear to fall with equal ease.



The Arka

Special Ability: 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.

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	RoE(8), see notes above					NB/NB

Arkalest Heavy Tank

The Honour Tank

The largest of Kraytonian battle tanks, the Arkalest has a good speed for its large size and reasonable armour. It invariably mounts the Balest anti-armour cannon, capable of taking on any form of conventional armour encountered by the Krayt on the field.

Being equipped with the standard Kraytonian anti-grav systems, it also has the ability to traverse otherwise impassable terrain and to lie in wait where targets more used to conventional vehicles wouldn't even think to look.

Arkalest tanks can be deployed in a support role for mobile infantry and lighter Krayt formations. It is far more effective, however, deployed in small "Hunter Broods" of 3-6 vehicles operating individually of the main attack. Within these hunter Broods, they have the freedom to move into position quickly and unleash a torrent of devastating fire on carefully chosen enemy armour formations and pull back before risking retaliation.



The Arkalest

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 Anti-Aircraft Tank

The Skykeeper

Based on the hull of the Arka medium tank, the Gerresh replaces the formidable weapon systems of the Arka with a quad-barrelled version of the Kraxlit "Matter Cannon". The upgraded fire systems and munitions for this version of the weapon, combined with a complex fire-control system make the Gerresh a fearsome prospect to any atmospheric fliers caught in its scanners.

The high rate of fire and good penetration of the new munitions have enabled the Gerresh to prove successful against enemy ground units as well. Its relatively poor armour usually keeps confined to its primary anti-aircraft role, protected among the second lines of defence rather than taking on the enemy's big guns head on. However, there are sometimes situations on any battlefield where just a little extra firepower can tip the balance, and on these occasions the Gerresh can come to the fore.



The Gerresh AA tank

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 Light Recon Skimmer

The Speed of Death

The fast attack style of the Krayt is brought to the extreme in one of the latest vehicle designs to be added to the Kraytonian forces. Both the Kijakk light recon skimmer and its heavier brother, the Kurall, veer away from the blocky X-design of the earlier developments of their skimmer technology to a more refined, sleeker appearance.

The Kameli crew of these new systems are recognised as among the bravest of warriors, since the Kijakk sacrifices armour for speed. They are hard targets to hit, speeding close to the ground and weaving at an incredible rate, but when they are hit, little of the vehicles or crew are ever left to be recognised as they disintegrate on solid impact.



The Kijakk

The Kijakk mounts an impressive armament for a small vehicle, benefitting from the best on offer at its time of design. The pulse cannon system is designed to be lightweight, having been initially designed for use on Kraytonian aircraft. It lacks some of the range of the matter cannon of the Aurika, but its hitting power is equal and the Kijakk's speed easily compensates for the lack of range.

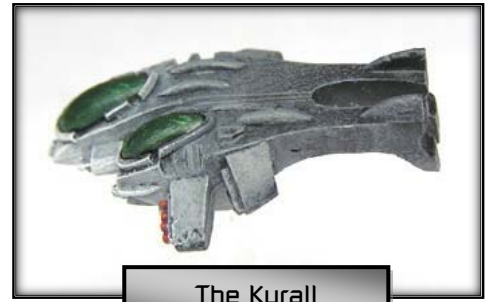
Combine this with a battery of light pulse guns and it's easy to see how the Kijakk crews have become known for daring hit-and-run attacks. Swooping across the front of an enemy line, peppering the enemy with a salvo of fire against enemy light armour & infantry targets, before darting back to cover to strike again some distance down the line.

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 Light Support Skimmer

The Quick Sting

The Kurall was first seen in combat alongside the new Kijakk design, and they remain most often used in support of each other. The Kurall is the larger of the two vehicles and mounts a greater weapons load than the smaller Kijakk reconnaissance skimmer. Mounting quad racks of guided missiles for taking out heavier enemy targets than its smaller counterpart can deal with, it has a wider range of possible targets to choose from.



The Kurall

However, it mounts the same armour as the Kijakk and the weapon upgrades give a noticeable downturn in the speed, and more importantly the loss of some of the agility, of the vehicle. This has the added effect that the Kurall becomes an easier target for enemy fire and is likely to attract a lot of it! Kurall pilots need to be sure they have the initiative over their enemy. They use their speed to get to a good position, ahead of the rest of the army and attack before the enemy is ready. If they remain in sight for too long their armour will not hold up to heavy enemy fire, but a quick hit from these vehicles, especially against enemy mechanised infantry, can be devastating.

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

The Assault platoons disembarked from their Hammerjack transports. Although this mission had been assigned as a combat patrol, as far as anyone knew they were still miles from any enemy. Before the sergeant could embark upon his favourite rant of never getting given any "real" action in his 10 years of service, the ground erupted at his feet as a hail of enemy fire fell just short of the mark.

Instinctively he dove behind the armoured hull of the Hammerjack and looked back, shouting to his men to take cover, only to see troopers just inches from where he'd stood a moment before, go down to the second burst of pulse fire. Clutching his trusty impulse rifle to his chest, he cautiously peered over the front of the vehicle. He could hear the whirring of the Sorenson and the dull moan of the Paxrat Howitzer as both traversed in their mountings on the vehicle above, searching for the foe that fired against them. But nothing could be seen and he ducked from another hail of fire from the hidden enemy. The sound of incoming fire filled the air and his comrades fired back a defiant, but futile return volley.

The air thundered in his ears and the armoured hull against which he sheltered shook with an explosion against far side. Instincts took over and the Sergeant was on his feet, up and running, trying to keep the hammerjack between himself and the enemy. He didn't bother to look back to see the fate of the transport. The heat on his back told him everything he needed to know.

Reaching the cover of some rocks, he turned back for the first time. Only a dozen men had followed. Of the other 20 in the platoon, most could be seen littering the ground around the now burning wrecks of the Hammerjacks.

Then, finally he saw the enemy. Six sleek shapes flitted on the edge of the smoke just long enough for him to recognise the Kraytonian scout skimmers before they turned tail and disappeared from sight.

Finally, some "real" action. Two thirds of the Platoon were dead or wounded, they'd lost their transports and he hadn't even fired a shot. Maybe the quiet life wasn't so bad after all...



Gara Mobile Field Teleporters

The unseen Arm

The Gara is based on the hull of the ubiquitous Aurika light tank chassis. Known as ‘the unseen arm’, the Gara replaces the Aurika weapons and half its troop bay with a mobile teleport system. This Krayt teleport system is still relatively primitive and living matter transported by such a means is still subject to a great deal of disorientation and “Rift Sickness”. Only specialist broods of the kameli have so far managed to train successfully to use the Gara and remain effective for combat themselves.

The Gara teleporter encompasses the whole vehicle in a bubble of “rift” space, and can be used to transport the Kameli short distances across the battlefield. This has been used to directly assault an enemy position.

Not only does this allow the Gara teams to assault unsuspecting defenders from out of sight of enemy guns, the effect of the vehicles returning to real space is advantageous in itself.

When a Gara returns to normal space, it releases a powerful shock wave which can knock a man flat on his back and concuss the crew inside their vehicles. It is then that the kameli warriors strike, for being inside the “rift bubble” leaves the Kameli themselves immune to the effects of the shockwave. They rush from the transports straight into combat, overcoming their own disorientation to take advantage of the enemy who are often completely debilitated by the shock wave, and easy pickings for close assault by any Kraytonian.

However, the teleportation technology is not completely accurate. It has been refined over the course of use in combat, but teleport teams can still go astray from their targets, re-entering real space some distance from their intended point of attack. It matters little to the kameli inside, who will still jump out and attack the nearest foe, but it can lead to carefully laid plans going slightly astray. As well as this, the power drain on the vehicles is huge and they take quite some time to recharge before they can jump again. This can leave the Kameli stranded behind enemy lines, but experience has taught careful commanders to cover their Gara assaults with fast moving Rakkats who can rush to take advantage of a Gara team’s effects, wherever they strike.

When all is said and done, both the risk of power drain and deviation are deemed slight enough for the Garas to still be a favourite among the Basilei who continue to employ them at every opportunity.



Gara Teleporters:
 Gara can teleport up to 40cm and as follows:
 1. Nominate a landing spot for the 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.

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 rules above)									
Weapon		Range	AI/AV	Notes					TAV
-		-	-						-

Arkiten fighter

Air Supremacy

Lightly armed and armoured, the Arkiten is the mainstay of the Kraytonian Air Fleets. With a relatively light cannon load, it has limited offensive capability against armour, but is a fierce and agile air-superiority fighter. Until the Kraytonians first encountered the immense agility of the Andrayada Vira, it had no match and was the undisputed king of the atmosphere above most conflicts. Now it may have a rival, but most Kraytonians would still argue that in the right hands it is far from losing its throne.



The Arkiten Fighter

The Arkiten's agility in the air also allows it to benefit from being able to target heavier land-based foes in their weaker armoured areas, carefully selecting a flight path to maximise impact. Kraytonian pilots have become well practised at this, dodging enemy flak to take out the knees of Andrayada mega-walkers, and dive down shooting through the engine covers of Pax Arcadian armoured columns.

Arkiten flights are also employed in support of ground operations by strafing enemy troops and dug-in positions. Less accurate than a direct attack, these strafing runs typically spray fire over a large corridor of enemy positions, providing great cover for advancing Monitor warriors, keeping the enemy's heads down until the Monitors are right on top of them.

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 bomber

The Leveller

For many generations, the surface bombing force of the Kraytonian fleets relied on obsolete designs or long-distance missiles.

But the introduction of the Arkator bomber, with its high speed and formidable payload, has improved capability and operational flexibility immensely. After just one Krayt cycle in deployment, the Arkator was already labelled to be an empire-builder, and it has become a mainstay in the forces of most Basilei.

Capable of standard atmosphere or zero-gravity operation, the Arkator's complexity does limit its numbers on some fronts, but they continue to roll out of production and straight into service wherever possible. Its bomb payload can dampen the day of most enemy formations and its pulsar cannon pack a reasonable punch on direct attacks and air combats when needed.



An Arkator in Krak-Vor colours

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

The Aryx

Goliath of the Skies

The Aryx is the largest of the Kraytonian flyers seen commonly over the battlefields at the frontiers of the Kraytonian Empire. As with all the Kraytonian flyers, its purpose is two-fold and it performs both to great effect.

Primarily, it is a hunter of enemy armour and large enemy war engines. Its sleek hull provides housing for a massive power plant, which splits its power between propulsion for the craft in atmospheric operations and charging the quad battery of Heavy Pulse Cannons. These immense weapons, each as long as the central hull of the craft itself, are designed for nothing other than taking down any level of armoured opponent the pilot can hunt down on battlefield.



The mighty Aryx

Immensely powerful and capable of a frightening rate of fire when the Aryx is free of its pod, the Heavy Pulse guns are the bane of Andrayada mega-walkers and Pax super-heavy tanks alike. With a reasonable range as well, the Aryx is capable of remaining out of the threat from many opposing AA systems and make its attack runs with near immunity.

Even when it does find itself the target of enemy fire, it has some of the best armour found on an aircraft from the fleets of any race. It is able to ignore all but the most heavy of enemy ground fire and shrug off the frequent interest it earns from enemy fighters.

In keeping with the Krayt's even respect for power and speed, the Aryx can also be employed in a troop deployment role. Whilst its cargo pod can hold a great number of troops and indeed armour for a strike-anywhere transport capability, carrying such a load does drain energy from the central power plant. This energy is taken from the weapon systems, greatly reducing the available firepower.

Many Basilei prefer to make full use of the aircraft's hitting power and rely on their speedy ground formations to take objectives. But the bold few, such as Basillius Krovel, have shown the devastating potential of the Aryx's drop capacity. The grand Basilius Krovel eventually died in combat, but not before dropping himself and his honour guard directly onto the Pax stronghold at Tyliber, assaulting the opposing command center and turning what was thought to be an unassailable Pax fortress into a mighty Kraytonian outpost.

So it is that Kraytonian commanders must think long and hard over their requirements for this impressive machine and decide whether taking crucial battlefield positions or destroying an armoured enemy threat is of higher priority in the opening stages of a conflict.

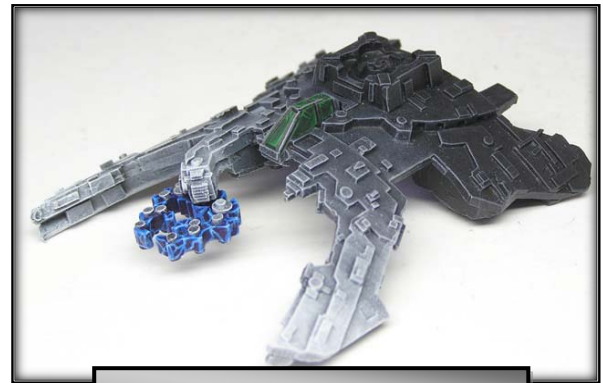
Aryx									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	05	7	2	-	2	8	10	-	7
Size	1-4 Structure		5-8 Systems			9-10 Weapons			
6	OOO		OOO			OO			
	Destroyed = Armour halved		Destroyed = No turning – may only move in a straight line. If on the ground, may not move or take off			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

The Karok

Fear the Blue Flame

Alongside the Gara teleporter and the Kijakk and Kurall light skimmers, the Karok is one of the Kraytonian war machines only recently witnessed for the first time on the front. But it is not one which shall be forgotten for a very long time.

Like the other super-heavy fliers, the Karok has a cargo pod which can be used to transport two full formations of Monitor warriors anywhere on the front at great speed. Whilst it lacks the ability of the Aryx to carry heavier equipment, its payload is more than enough for reinforcing a hole in a defensive line, or swooping in on a vital objective at the crucial moment.



The Karok Assault ship

But its most identifiable feature, and the reason for its rushed design but high priority, is that it is the test bed for an experimental weapon for the Krayt. Much like the Pax Arcadian Castellian weapon system, the Karok is a Kraytonian response to seeing the devastating effects of Andrayada focused beam weaponry. The Kraytonian version is believed to harness the DMM (Dark Matter Manipulation) technology brought by the Ketzali on their return, unlike the Andrayada and Pax versions which rely solely on massive amounts of conventional power. This modification to the concept has allowed them to apply the second highly respected element of Kraytonian ideology. They've taken the power of these incredible systems and added speed to the equation by mounting them on an aircraft literally built around the weapon system itself.

Mounting it in a flying fortress, the Kraytonians have given the system a strike-anywhere capacity and one which has all enemy commanders within hundreds of miles of a sighting calling for heavy anti-air support. A single shot can rip through an Andrayada walker, or smash a hole in a Pax line with an area blast tearing rare armour and men apart without bias. To answer the prayers of every other race, these machines are very rare in current conflicts, but sightings are gradually becoming more frequent.

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 – may only 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	

The Araspan

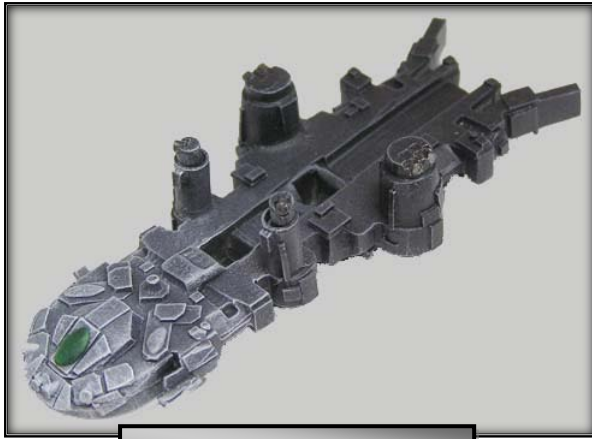
The Deliverer

The Araspan embodies the quest for honour sought by all Kraytonian warriors. The Araspan itself is a mighty machine, along with all of the Kraytonian Goliath Flyers and dropships. Like its kin, the Araspan is surprisingly manoeuvrable for such a large machine and will rarely be out-turned by enemy bombers, let alone opposing dropships.

Its principal role is to clear landing sites of enemy forces before larger Dropships, such as the Aryx, come in to unleash their payload of troops into the fray. The Araspan completes this task with apparent ease, utilising two delivery methods.



The Araspan



The Araspan Drop Pod

Firstly, it's armed to the teeth in its own right. Whilst it may have to leave the heaviest targets to be dealt with by the might of the Aryx and Karok, a combination of light and medium weapon batteries will see to any light armour in the vicinity and rip through enemy mechanised formations, laying waste to infantry and APC targets alike.

Secondly, there is the Araspan drop pod. Araspan pod crews are often made up of the most desperate Krayt, but they must always be highly trusted to carry out this important role. Unlike cargo pods on other Kraytonian flyers, the Araspan variant is dropped from flight rather than the parent craft landing for deployment.

Once separated, the pod's crew have only minimal control of descent as they plummet towards the ground. Often crushing foes beneath the craft or tossing them aside as it ploughs a trench through the earth, the crew pick themselves up and set about operating the Krodin "Buzzsaw" turrets. Rapid firing short-barrelled HMGs designed to pepper the surrounding enemy in shot, clearing out any enemy infantry who might otherwise attempt a counter-assault on the newly opened landing zone. Once deployed, the pod will continue to hold an area from infantry incursion, whilst the rest of the fleet deal with armoured foes, which are more easily targeted from the air.

The high cost in warriors and hardware is deemed worthwhile, not only for the level of physical damage caused, but also in the terrific effect it brings on others who witness its deployment, as the Kraytonian forces surge forwards to see their kin's inevitable loss is not in vain.

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 – may only 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:

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

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	