

Kraytonian

Net Epic Armageddon List: Experimental 1.0

Origins of the Kraytonian

The Kraytonian sages recall the glory of the Kelta Mai, the age of expansion into the void. Prior to this time, the ritualistic martial society of the Kraytonians had been restricted to their homeworld. With warp technology came expansion and empire as the Kraytonians seek to dominate their neighbours in honourable combat and the glory of conquest.

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. 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 Basileus 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 Special Rules

Blood 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 remove casualties from the rear rather than from the front of the formation.

Ketzali

Ketzali Priests inspire Kraytonian units around them. Kraytonian formations within 15cm of a Ketzali formation add plus one to their initiative rolls if attempting an assault, and +1 to their Assault resolution rolls. These bonuses also apply to the Ketzali formation itself.

Gara Teleport Tank

The Gara is a transport with Teleport ability. Each Gara can transport two Kamalei when it teleports, and also protect those Kamalei from disruption in the process. Roll for blast markers for teleporting for the Gara as normal, but do not roll for the Kamalei it transports.

Kraytonian Units

Infantry	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Basileus	INF	15cm	5+	4+	4+	Pulse Guns	30cm	AP5+/AT6+	Supreme Commander, Invulnerable Save, Fearless
Ketzali	INF	15cm	5+	3+	4+	Staff Pulse Staff Blade	30cm b/c	AP4+/AT6+ MW, EA+1	Invulnerable Save, Leader, Ketzali* (See Kraytonian Special Rules)
Veteran Monitors	INF	15cm	5+	4+	4+	Pulse Guns	30cm	AP5+/AT6+	
Brood Boss	INF	15cm	5+	4+	4+	Pulse Guns	30cm	AP5+/AT6+	Commander, Leader
Light Monitors	INF	15cm	5+	5+	5+	Pulse Guns	30cm	AP5+/AT6+	
Medium Monitors	INF	15cm	5+	5+	5+	Heavy Pulse Gun	45cm	2x AP4+/AT6+	
Heavy Monitors	INF	15cm	5+	5+	5+	Matter Launcher	45cm	2x AP5+/AT4+	
Kamalei	INF	15cm	5+	4+	5+	Pulse Guns	30cm	AP5+/AT6+	Infiltrate
Torruk Riders	INF	30cm	5+	4+	5+	Pulse Rifle Claws and Teeth	30cm b/c	AP5+/AT6+ EA +1	Mounted, Scout

Light Vehicles	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Kijakk	LV	40cm	5+	6+	5+	Pulse Cannon Pulse Battery	30cm 15cm	AP5+/AT5+ AP5+/AT6+	Skimmer, Scout
Kurall	LV	35cm	5+	6+	5+	Missile Battery Pulse Battery	30cm	AT3+ AP5+/AT6+	Skimmer
Rakkat Riders	LV	25cm	3+	4+	5+	Pulse Rifle Claws and Teeth	30cm b/c	AP5+/AT6+ MW, EA +1	
Elohe Raiders	LV	35cm	5+	5+	5+	Pulse Rifle Claws and Teeth	30cm b/c	AP5+/AT6+ EA +1	Skimmer

Armoured Vehicles	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Aurika Light Tank	AV	30cm	5+	6+	5+	Matter Cannon	45cm	AP5+/AT4+	Skimmer, Transport (1)
Arka Medium Tank	AV	30cm	4+	6+	5+	Dark Matter Projector	45cm	1BP, Disrupt, Indirect	Skimmer
Arkalest Heavy Tank	AV	25cm	3+	6+	5+	Balest Cannon	45cm	MW3+	Skimmer
Gerresh Antiair Tank	AV	30cm	4+	6+	5+	Quad Matter Cannon	45cm	2x AT5+/AA4+	Skimmer
Gara Teleport Tank	AV	30cm	4+	6+	5+				Skimmer, Teleport, Transport (2)

NOTES: May transport 2 Kamalei units.

War Engines	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Karok	WE	30	4+	6+	5+	DMM Focused Beam DMM Area Blast	30cm 30cm	MW2+, TK(D6), FxF BP3, MW, IC, FxF	DC6, Planetfall, Reinforced Armour, Support Craft, Fearless, Transport (12*)
<i>Critical Hit Effect: The Karoks thrust control systems are hit and it loses another point of damage capacity and lurches 2D6cm in a random direction.</i>									
<i>Transport: May transport 12 infantry units.</i>									
Araspan	WE	35	4+	6+	4+	2 x Balest Cannons Medium Pulse Batteries	30cm 30cm	MW3+, FxF 4x AP4+/AT4+, FxF	DC6, Planetfall, Reinforced Armour, Support Craft, Fearless, Transport (12*)
<i>Critical Hit Effect: The Karoks thrust control systems are hit and it loses another point of damage capacity and lurches 2D6cm in a random direction.</i>									
<i>Transport: May transport 12 infantry units.</i>									
Aryx	WE	30	4+	6+	5+	2x Heavy Pulse Cannons	45cm	2 x MW3+, TK(1), FxF	DC8, Planetfall, Reinforced Armour, Support Craft, Fearless, Transport (12*)
<i>Critical Hit Effect: The Aryx's thrust control systems are hit and it loses another point of damage capacity and lurches 2D6cm in a random direction.</i>									
<i>Transport: May transport 12 infantry units and Vehicles. Vehicles take up two spaces.</i>									

Flyers	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Arkiten Fighter	AC	F	5+	-	-	2x Pulse Cannon	30cm	AP5+/AT5+/AA5+, FxF	
Arkator Bomber	AC	B	4+	-	-	Pulsar Cannons Bombs	15cm 15cm	AT4+/AA5+, FxF 3BP	

Spacecraft	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Twinblade Cruiser	SC					Orbital Bombardment Pinpoint attack	60cm b/c	3BP, MW MW2+, TK (D3)	
<i>NOTES: A Twinblade Cruiser may carry up to 4 Karok, Araspan or Aryx and their passengers..</i>									
Soulblade Battleship	SC					Orbital Bombardment 2 x Pinpoint attack	60cm b/c	6BP, MW MW2+, TK (D3)	Slow and Steady
<i>NOTES: A Soulblade Battleship may carry up to 8 Karok, Araspan or Aryx and their passengers..</i>									

Kraytonian Army List: (Strategy 3, Initiative 2)

<i>Formation</i>	<i>Upgrades</i>	<i>Points</i>
Core Formations		
0-1 Headquarters: 1 Basileus and 5 Veteran Monitors	Mount in 6 Aurika for for +200 points.	250
Light Brood: 6 Light Monitors	Upgrade one Monitor to Brood Boss for +25 points. Add Light Brood for +150 points, Medium Brood for +200 points, Heavy Brood for +250 points.	150
Medium Brood: 6 Medium Monitors	Upgrade one Monitor to Brood Boss for +25 points. Add Light Brood for +150 points, Medium Brood for +200 points, Heavy Brood for +250 points.	200
Heavy Brood: 6 Heavy Monitors	Upgrade one Monitor to Brood Boss for +25 points. Add Light Brood for +150 points, Medium Brood for +200 points, Heavy Brood for +250 points.	250
Aurika: 6 Aurika Tanks		250
Arkalest Tanks: 3 Arkalest Tanks	Add 3 Arkalest Tanks for +200 points	200
Kijakk Wing: 6 Kijakk	Replace any Kijakk with a Kurall	200
Rakkat: 6 Rakkat		250
Support Formations (Select no more than 1 per Core Formation)		
Arka Battery: 3 Arka		250
Gerresh Battery: 3 Gerresh		250
Kamalei: 6 Kamalei	Mount in 3 Gara for +150 points, or 6 Aurika for 200 points.	200
Veteran Brood: 6 Veteran Monitors	Mount in 6 Aurika for +200 points.	200
0-2 Ketzali: 6 Ketzali		350
Torruk: 4 Torruk Riders	Add 4 more Torruk Riders for +125 points.	150
Elohe: 4 Elohe Raiders	Add 4 more Elohe Raiders for +125 points.	150
Aerospace and War Engines (Maximum of 1/3 of Total Points)		
Karok: 1 Karok		450
Araspan: 1 Araspan		400
Aryx: 1 Aryx		550
Arkiten: 3 Arkiten Fighters		200
Arkator: 3 Arkator Bombers		300
Twinblade: 1 x Twinblade Class Cruiser		150
Souldagger: 1 x Souldagger Class Battleship		300