

## Kra'Vak TO&E

Battalion Type	Composition	Point/SP Cost
Light Tank	4x Ha'lv Light Tank	116/4
Tank	3x Ki'Ca Heavy Tank, 1x Ki'Rok Heavy Strike Vehicle	200/9
Assault	3x Ki'Rok Heavy Strike Vehicle	168/9
Light Mechanized	3x Tu'Ha IFV w/ Mech Infantry, 1x Ki'Ca Heavy Tank	156/11
Heavy Mechanized	3x Ka'Ha IFV w/ Mech Infantry, 1x Ki'Rok Heavy Strike Vehicle	191/18
Close Support	3x Ko'Ta Assault VTOL, 2x Ko'lva Scout VTOL (Det)	261/15
Artillery	3x Ki'Sho Artillery Vehicle	138/12

## Kra'vak Notes

1. Various Mixed Battalions are possible; each Mixed Battalion contains 3 or 4 companies of Infantry and/or Tanks in any combination.

2. Detachments may be purchased separately and assigned up to the normal Detachment limits.

3. Kra'Vak Maneuver Regiments contain three battalions, the composition of which is left to the owning player.

4. Any Tank or Mech Infantry Stand may be designated as a HQ stand by paying the appropriate SP increase. Up to two HQ stands may be added to each Maneuver Regiment. One Orbital Support choice is available for each fraction of two Maneuver regiments in play.

5. The Kra'Vak use *Average C3* and are *Trained*. Up to 25% of a Kra'Vak force may be upgraded to *Veteran* by paying the associated point value increase.

6. Each Kra'Vak battalion may automatically remove one Command Hit during the Command Hit Removal step of the Recovery Phase without the necessity of a die roll. This 'free' Command Hit removal does not negate the unit's ability to remove Command Hits via the normal die roll process.

<p><b>Ha'lv Light Tank</b> S PV: 29</p> <p><b>STATS</b> MV: 10/Grav Def: d5 Attack: d6 Range: 2/7 EW: 4</p> <p><b>SPECIAL</b> MSL Def +1</p> <p><b>NOTES</b> 2DMG Supply Points: 1</p>	<p><b>Ko'Ta Attack VTOL</b> M PV: 55</p> <p><b>STATS</b> MV: 13/STOVL Def: d6 Attack: d8 Range: 4/10 EW: 6</p> <p><b>SPECIAL</b> MSL Def +3 Assault +1 Firefight +1</p> <p><b>NOTES</b> 3DMG Supply Points: 3</p>			
<p><b>Ki'lv Scout Tank</b> S PV: 38</p> <p><b>STATS</b> MV: 10/Grav Def: d5 Attack: d6 Range: 2/7 EW: 5</p> <p><b>SPECIAL</b> Scout MSL Def +1</p> <p><b>NOTES</b> Detachment 2DMG Supply Points: 2</p>	<p><b>Ko'lva Scout VTOL</b> S PV: 46</p> <p><b>STATS</b> MV: 15/STOVL Def: d5 Attack: d5 Range: 2/7 EW: 6</p> <p><b>SPECIAL</b> Scout Firefight +1</p> <p><b>NOTES</b> Detachment 2DMG Supply Points: 3</p>			
<p><b>Ki'Ca Heavy Tank</b> S PV: 48</p> <p><b>STATS</b> MV: 9/Grav Def: d6 Attack: d10 Range: 4/10 EW: 5</p> <p><b>SPECIAL</b> MSL Def +2 Firefight +1</p> <p><b>NOTES</b> 3DMG Supply Points: 2</p>	<p><b>Ko'Sha Aerospace Fighter</b> PV: 85</p> <p><b>STATS</b> MV: 18" radius Def: d6 Attack: d8/d5 EW: 6</p> <p><b>SPECIAL</b> Firefight +1</p> <p><b>NOTES</b> Air Marker 4 Damage dice Supply Points: 4</p>			
<p><b>Ki'Rok Heavy Strike Vehicle</b> M PV: 56</p> <p><b>STATS</b> MV: 8/Grav Def: d8 Attack: d10 Range: 4/10 EW: 5</p> <p><b>SPECIAL</b> MSL (d8) R15 AT MSL Def +3 Firefight +1</p> <p><b>NOTES</b> Detachment MSL Depl: 6 3DMG Supply Points: 3</p>	<p>PV: [Empty]</p>			
<p><b>Tu'Ha IFV w/Mech Infantry</b> M PV: 36</p> <p><b>STATS</b> MV: 10/Grav Def: d6 Attack: d5 Range: 1/5 EW: 4</p> <p><b>SPECIAL</b> MSL (d8) R7 Assault +1</p> <p><b>NOTES</b> Mech Infantry MSL Depl: 8 3DMG Supply Points: 3</p>	<p><b>Kra'Vak Orbital Support</b></p> <table border="1"> <tr> <td data-bbox="836 1144 1039 1501"> <p><b>Destroyer Class</b></p> <p>Attack: 4d6 Depletion: 6 Point Cost: 72 Supply Points: 4</p> </td> <td data-bbox="1047 1144 1250 1501"> <p><b>Cruiser Class</b></p> <p>Attack: 4d8 Depletion: 6 Point Cost: 96 Supply Points: 4</p> </td> <td data-bbox="1258 1144 1461 1501"> <p><b>Battleship Class</b></p> <p>Attack: 4d10 Depletion: 4 Point Cost: 160 Supply Points: 4</p> </td> </tr> </table>	<p><b>Destroyer Class</b></p> <p>Attack: 4d6 Depletion: 6 Point Cost: 72 Supply Points: 4</p>	<p><b>Cruiser Class</b></p> <p>Attack: 4d8 Depletion: 6 Point Cost: 96 Supply Points: 4</p>	<p><b>Battleship Class</b></p> <p>Attack: 4d10 Depletion: 4 Point Cost: 160 Supply Points: 4</p>
<p><b>Destroyer Class</b></p> <p>Attack: 4d6 Depletion: 6 Point Cost: 72 Supply Points: 4</p>	<p><b>Cruiser Class</b></p> <p>Attack: 4d8 Depletion: 6 Point Cost: 96 Supply Points: 4</p>	<p><b>Battleship Class</b></p> <p>Attack: 4d10 Depletion: 4 Point Cost: 160 Supply Points: 4</p>		
<p><b>Ka'Ha IFV w/Mech Infantry</b> M PV: 45</p> <p><b>STATS</b> MV: 9/Grav Def: d6 Attack: d5 Range: 1/5 EW: 4</p> <p><b>SPECIAL</b> MSL (d8) R7 Assault +2/+1 Firefight +1</p> <p><b>NOTES</b> Mech Infantry MSL Depl: 4 4DMG Supply Points: 5</p>				
<p><b>Ki'Vas AA Tank</b> S PV: 32</p> <p><b>STATS</b> MV: 9/Grav Def: d5 Attack: d5 Range: 4/10 EW: 3</p> <p><b>SPECIAL</b> AA (d6) R10 MSL (d8) R7 MSL Def +2 Firefight +1</p> <p><b>NOTES</b> Detachment MSL Depl: 8 2DMG Supply Points: 2</p>				
<p><b>Ki'Sho Artillery Vehicle</b> S PV: 46</p> <p><b>STATS</b> MV: 9/Grav Def: d5 Attack: d8 Range: 4/12 EW: 4</p> <p><b>SPECIAL</b> ART/2 R18 MSL (d8) R7</p> <p><b>NOTES</b> Detachment MSL Depl: 8 2DMG Supply Points: 4</p>				