

## The Kra'Vak

*A Strike Legion*© Army List

These rules have been written for Ground Zero Games' Kra'Vak line of miniatures. Please visit the Ground Zero Games website (<http://www.groundzerogames.net>) for vehicle images and brief descriptions.

### New Weapon

**High-Yield Multi-Purpose (HYMP) Missiles:** These missiles may function as MPM missiles with the range bands indicated on the lower left section of the element's Data Card. Each missile may also function as if it were an individual ART weapon, using the range and AoE listed in the weapons data section of the element's Data Card. No more than four HYMP from the same firing platoon may strike a single target point in the same activation.

HYMP fired as ART may not be intercepted by Vulcan systems (they *maybe* intercepted by Aegis systems). As with other missiles, some, non, or all HYMP may be launched in a single activation. *TLB; construction cost per missile is (range x damage die x 2), based on the direct-fire range band. The direct-fire extreme range band may not exceed the ART function's Long range; basic AoE is 1". Each HYMP uses one Hard Point, regardless of Damage die.*

### Kra'vak Special Rules

**Rage:** Whenever a Kra'Vak infantry squad (either type) fails a Suppression test, the unit automatically loses Suppressed status by using Double Time orders during its next activation, provided it moves on Foot directly towards the nearest enemy non-Air/STOVL mobility unit. If the Kra'Vak squad is able, it must engage the enemy unit via CC/CA attacks.

A Kra'Vak infantry squad (either type) is Suppressed upon failing a CQ Morale test; it does not become Broken. If it passes the Morale test, it is treated as having failed a Suppression test as per the previous paragraph. Players should make a note of units under the different modes of Suppression by using Broken markers to denote squads that are Suppressed without the option to remove their Suppressed status via Double Time movement.

### Unit Organizations

**Light Armor Platoon:** 4x Ha'lv Light Tanks.

**Armor Platoon:** 3x Ki'Ca Heavy Tanks.

**Assault Platoon:** 2x Ki'Rok Heavy Strike Vehicles.

**Mech Infantry Platoon:** 3x Infantry Squads mounted in Tu'Ha Light IFV (one per squad).

**Assault Infantry Platoon:** 3x AT Infantry Squads mounted in Ka'Ha Heavy IFV (one per squad).

**AA Section:** 2x Ki'Vas AA Tanks.

**Artillery Battery:** 4x Ki'Sho Artillery Vehicles.

**Ground Attack Section:** 2x Ko'Ta Attack VTOL.

**Air Scout Section:** 2x Ko'lv Scout VTOL.

**CAS Section:** 2x Ko'Sha Aerospace Fighters.

### Company Organizations

**Assault Company:** 3x Assault Platoons, 1x Assault Infantry Platoon.

**Armor Company:** 4x Armor Platoons.

**Mechanized Company:** 3x Mech Infantry Platoons, 1x Light Armor Platoon

**AA Battery:** 3x AA Sections.

**Close Support Company:** 3x CAS Sections, 1x Air Scout Section

### Battalion Organizations

Kra'Vak battalions vary in composition depending on their mission assignments and clan structures, but generally have three or four companies, with two identical companies forming the core of the formation. At least one Artillery Battery and one AA Battery are attached to each battalion.

Close Support and Air Scout sections are commonly attached to Assault companies, occasionally to Armor companies, and rarely to Mechanized companies. Close Support companies operate independently.

### Training and C2

All Kra'Vak units have *Average* C2 ratings and use *Trained* training ratings. Up to 25% (based on the number of platoons in play) of a Kra'Vak force may increase their training to *Veteran* ratings by paying the appropriate point cost increase for each unit.

**HA'IV LIGHT TANK**

PV: 104

MV: 16"/Grav Sig: 4 EW: 8 Def: 8

AT Gauss (d8)(T) 6/12/20/30  
AP (d4)(T) 6/12/20/30Basic Sharmor  
T: 6/5/4  
H: 6/5/4**SYSTEMS**

Vulcan I

**NOTES****KI'CA HEAVY TANK**

PV: 191

MV: 14"/Grav Sig: 3 EW: 10 Def: 9

AT Gauss (d12)(T) 8/16/28/40

Basic Sharmor  
T: 7/6/5  
H: 7/6/4**SYSTEMS**CDS  
Linked Fire Control  
Vulcan II**NOTES****KI'VAS AA TANK**

PV: 107

MV: 14"/Grav Sig: 4 EW: 8 Def: 8

AA Gauss (d8)(T) 8/16/28/40  
2x MPM (d8) 6/12/20/30Basic Sharmor  
T: 6/4/4  
H: 5/4/4**SYSTEMS**Linked Fire Control  
Vulcan II**MUNITIONS**MPM  
1. 00  
2. 00  
3. 00**NOTES****TU'HA LIGHT IFV**

PV: 82

MV: 16"/Grav Sig: 4 EW: 8 Def: 8

AP (d8)(T) 4/8/14/20  
2x MPM (d8) 6/12/20/30Basic Sharmor  
H: 6/4/4**SYSTEMS**

Troop Bay (2)

**MUNITIONS**MPM  
1. 00  
2. 00  
3. 00**NOTES****KA'HA HEAVY IFV**

PV: 181

MV: 14"/Grav Sig: 2 EW: 8 Def: 10

AT Gauss (d6)(T) 6/12/20/30  
6x MPM (d8) 6/12/20/30Basic Sharmor  
H: 6/5/4**SYSTEMS**Impr. Infantry Jacks  
Troop Bay (2)  
Vulcan II**MUNITIONS**MPM  
1. 000000  
2. 000000  
3. 000000**NOTES****KI'ROK HEAVY STRIKE VEHICLE**

PV: 328

MV: 12"/Grav Sig: 0 EW: 10 Def: 12

Dual AT Gauss (d12)(FF) 8/16/28/40  
3x HYMP (d8) 40/60\* AoE: 1"Basic Sharmor  
H: 7/7/6**SYSTEMS**CDS  
Linked Fire Control  
Vulcan III\*10/20/35/50 for  
Direct Fire Mode.Primary  
1-2: 2ndary (roll)  
3-4: Mobility 000 (4)  
5-6: Wpns 000 (2)  
7-8: EW 000 (4)  
9: Crew 000  
10: Critical (2d10)Secondary  
1-6: No Damage  
7: CDS  
8: LFC  
9-10: Vulcan III

HYMP: 000

**KO'TA ATTACK VTOL**

PV: 321

MV: 20"/STOVL Sig: 0 EW: 10 Def: 12

Dual AT Gauss (d10)(FF) 8/16/28/40  
AP (d8)(F) 5/10/17/25Basic Sharmor  
6**SYSTEMS**Linked Fire Control  
Stabilizers  
Vulcan IIIPrimary  
1-2: 2ndary (roll)  
3-4: Mobility 000 (7)  
5-6: Wpns 000 (2)  
7-8: EW 000 (4)  
9: Crew 000  
10: Critical (2d10)Secondary  
1-6: No Damage  
7: Stabilizers  
8: LFC  
9-10: Vulcan III**KO'IV SCOUT VTOL**

PV: 195

MV: 24"/STOVL Sig: 2 EW: 12 Def: 10

Dual AT Gauss (d6)(FF) 6/12/21/30  
AP (d8)(FF) 5/10/17/25Basic Sharmor  
6**SYSTEMS**Linked Fire Control  
Stabilizers  
Vulcan IIIPrimary  
1-2: 2ndary (roll)  
3-4: Mobility 00 (12)  
5-6: Wpns 00 (2)  
7-8: EW 00 (6)  
9: Crew 00  
10: Critical (2d10)Secondary  
1-6: No Damage  
7: Stabilizers  
8: LFC  
9-10: Vulcan III

<b>KI'SHO ARTILLERY VEHICLE</b>		<b>PV: 205</b>		<b>INFANTRY SQUAD (2 TEAMS)</b>		<b>PV: 85</b>	
MV: 14"/Grav    Sig: 3    EW: 8    Def: 9				MV: 6"/Foot    Defense: 9			
ART (d10)(T)    50/75    AoE: 2" 2x HYMP (d8)    40/60*    AoE: 1"		Basic Sharmor T: 6/5/4 H: 5/4/4		AP (d6)    5/10/17/25 SAW (d10)    6/12/21/30		NOTES Personnel Target	
<b>SYSTEMS</b> ART Munitions Smoke (D4) 0  *10/20/35/50 for Direct Fire Mode.		<b>MUNITIONS</b> HYMP 1. 00 2. 00 3. 00		<b>NOTES</b>		<b>ATTRIBUTES</b> Rapid Fire Smoke Grenades 0	
<b>AT INFANTRY SQUAD (2 TEAMS)</b>		<b>PV: 84</b>		<b>KO'SHA AEROSPACE FIGHTER</b>		<b>PV: 256</b>	
MV: 6"/Foot    Defense: 9				MV: 24"/Air    Sig: 3    EW: 12    Def: 9			
AP (d6)    5/10/17/25 ATM (d8)(30EW)    6/12/21/30		NOTES Personnel Target		AT Gauss (d8)(FF)    10/20/35/50 4x HYMP (d8)    40/60*    AoE: 1"		Sharmor 7	
<b>ATTRIBUTES</b> CCW FT 0 Rapid Fire Smoke Grenades 0		<b>SYSTEMS</b> Chaff (2) 00 Stabilizers Streamlining  *10/20/35/50 for Direct Fire Mode.		<b>MUNITIONS</b> HYMP 1. 0000 2. 0000		<b>NOTES</b>	

*Experimental Scout Vehicles*

<b>KI'IV SCOUT TANK*</b>		<b>PV:</b>		<b>KO'IV'A SCOUT VTOL</b>		<b>PV:</b>															
MV: 16"/Grav    Sig: 4    EW: 10    Def: 8				MV: 24"/STOVL    Sig: 2    EW: 12    Def: 10																	
AT Gauss (d6)(T)    6/12/20/30 AP (d4)(T)    6/12/20/30		Basic Sharmor T: 6/5/4 H: 6/5/4		Dual AT Gauss (d6)(FF)    6/12/21/30 AP (d8)(FF)    5/10/17/25		Basic Sharmor 6															
<b>SYSTEMS</b> Scout (5) R14 Vulcan I		<b>NOTES</b> *Ha'lv variant		<b>SYSTEMS</b> Scout (6) R14 Stabilizers Vulcan III		<table border="0"> <tr> <td><b>Primary</b></td> <td><b>Secondary</b></td> </tr> <tr> <td>1-2: 2ndary (roll)</td> <td>1-6: No Damage</td> </tr> <tr> <td>3-4: Mobility 00 (12)</td> <td>7: Stabilizers</td> </tr> <tr> <td>5-6: Wpns 00 (2)</td> <td>8: LFC</td> </tr> <tr> <td>7-8: EW 00 (6)</td> <td>9-10: Vulcan III</td> </tr> <tr> <td>9: Crew 00</td> <td></td> </tr> <tr> <td>10: Critical (2d10)</td> <td></td> </tr> </table>		<b>Primary</b>	<b>Secondary</b>	1-2: 2ndary (roll)	1-6: No Damage	3-4: Mobility 00 (12)	7: Stabilizers	5-6: Wpns 00 (2)	8: LFC	7-8: EW 00 (6)	9-10: Vulcan III	9: Crew 00		10: Critical (2d10)	
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