

# RAATHIST PARTY OF KYM (RPK)

This army list is intended for use with Khurasan Miniatures' *RPK* line of miniatures. Please visit the Khurasan Miniatures website (<http://khurasanminiatures.tripod.com>) for background information and figure images for this army.

## SPECIAL RULES

Non-PA teams with 2 support weapons may fire only *one* support weapon per action.

## COMBAT ORGANIZATIONS

### SQUAD ORGANIZATIONS

**Line Squad:** 1x *Line Grenadier Team*, 1x *Line Pulser Team*.

**Guards Squad:** 2x *Guards Teams*.

**Power Armor Squad:** 2x *PA-3 Power Armor Teams*, 1x *PA-3 Power Armor NCO*.

**Heavy Weapons Section:** 1x *Medium Mortar*, 1x *Heavy Pulser*, 2x *Crew Teams* or 2x *Medium Mortar*, 2x *Crew Team* or 2x *Heavy Pulser Team* or 2x *Heavy Missile Teams*.

Line squads, Guards squads, and Heavy weapons sections may each be mounted in a Hedgehog IFV.

### PLATOON ORGANIZATIONS

**Line Platoon:** 4x *Line Squads*, 1x *Heavy Weapons Section*, 1x *NCO Team*, 1x *Sniper Team*, 1x *Medic Team*.

**Guards Platoon:** 4x *Guards Squads*, 1x *Heavy Weapons Section*, 2x *NCO Teams* 1x *Sniper Team*, 1x *Medic Team*.

**Heavy Infantry Platoon:** 3x *Power Armor Squads*.

**Tank Platoon:** 3x *Red Banner*, *Red Banner/U*, or *Red Eagle Medium Tanks* [any mix].

### COMPANY ORGANIZATIONS

**Line Infantry Company:** 3x *Line Platoons*, 1x *Lieutenant Team*, 1x *NCO Team*, 1x *Medic Team*, 1x *Sniper Team*.

**Guards Infantry Company:** 3x *Guards Platoons*, 1x *Tank Platoon*, 1x *Lieutenant Team*, 1x *NCO Team*, 1x *Medic Team*.

**Mechanized Company:** 2x *Line Platoons* OR 2x *Guards Platoons* with all squads/sections mounted in *Hedgehog IFV*, 1x *Tank Platoon*, 1x *Lieutenant Team*, 1x *Medic Team*.

**Guards Tank Company:** 3x *Tank Platoons*, 1x *Guards Platoon* mounted in *Hedgehog IFV*, 1x *Heavy Weapons Section* mounted in *Hedgehog IFV*, 1x *Lieutenant Team*, 1x *Medic Team*.

OR

3x *Tank Platoons*, 1x *Heavy Infantry Platoon*.




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<p>Line Grenadier Team PV: 51</p>  <p><b>ATTRIBUTES</b></p> <p>Lax Poor Marksmen</p> <p>*AMMO Smoke (D=6) TGT (D=6)</p>	<p>Line Pulser Team PV: 77</p>  <p><b>ATTRIBUTES</b></p> <p>Lax Poor Marksmen</p>	<p>Guards Team PV: 118</p>  <p><b>ATTRIBUTES</b></p> <p>Poor Marksmen</p> <p>*AMMO Smoke (D=6) TGT (D=6)</p>	<p>NCO Team PV: 45</p>  <p><b>ATTRIBUTES</b></p> <p>Leader/2</p>
<p>Sniper Team PV: 32</p>  <p><b>ATTRIBUTES</b></p> <p>Sharpshooter Sniper/2 Stealthy</p>	<p>Medic Team PV: 26</p>  <p><b>ATTRIBUTES</b></p> <p>Lax Medic Poor Marksmen</p>	<p>Lieutenant Team PV: 52</p>  <p><b>ATTRIBUTES</b></p> <p>Leader/3</p>	<p>Heavy Missile Team PV: 64</p>  <p><b>ATTRIBUTES</b></p> <p>Detached Tank Hunter/1</p> <p>*D=2</p>

PA-3 Power Armor Team PV: 121

**d8** **3** **4P** **1**



2

**T** d8 Sp/2 Rng: 25/62 AT: /7  
**T** d8 Sp/2 Rng: 25/62 AT: /7  
**TGT** d10 TGT Rng: 30/75 AT: /∞  
**GM \*** d10 10EW Rng: 40/100 AT: /4


**ATTRIBUTES**

Heroic

\*D=4

PA-3 Power Armor NCO PV: 81

**d8** **3** **4P** **1**



1

**T** d8 Sp/2 Rng: 25/62 AT: /7  
**T** d8 Sp/2 Rng: 25/62 AT: /7  
**TGT** d10 TGT Rng: 30/75 AT: /∞  
**GM \*** d10 10EW Rng: 40/100 AT: /4


**ATTRIBUTES**

Heroic  
 Leader/2 (Integral)

\*D=4

Crew PV: 29

**d6** **3** **4** **7**



2

**T** d8 E/1 Range: 20/50 AT: /∞

**ATTRIBUTES**

Lax

Superheavy Pulser PV: 35

**11** **2** **F**

d10 E/2 Sp/d6 Rng: 30/75 AT: /7  
 Crew: 2/1  
 Portable: 2/1

Medium Mortar PV: 34

**10** **2** **FF**

d8 Rng: (4) 60 AoE: 2" AT: /7  
 Crew: 2/1  
 Portable: 2/1  
**MUNITIONS:** Smoke (D=2)

Hedgehog IFV Size: 4 PV: 76

**3/3/2** **d6** **3** **4T**



**1** **2**

**WEAPONS DATA**  
 d8 (EF) Sp/d4 Rng: 15/37 AT/∞

**SYSTEMS**  
 Shields/2  
 Smoke Mortar (D=6)  
 Transport Bay/13

**ATTRIBUTES**

Hedgehog IFV Size: 4 PV: 76

**3/3/2** **d6** **3** **4T**



**1** **2**

**WEAPONS DATA**  
 d8 (EF) Sp/d4 Rng: 15/37 AT/∞

**SYSTEMS**  
 Shields/2  
 Smoke Mortar (D=6)  
 Transport Bay/13

**ATTRIBUTES**

Hedgehog IFV Size: 4 PV: 76

**3/3/2** **d6** **3** **4T**



**1** **2**

**WEAPONS DATA**  
 d8 (EF) Sp/d4 Rng: 15/37 AT/∞

**SYSTEMS**  
 Shields/2  
 Smoke Mortar (D=6)  
 Transport Bay/13

**ATTRIBUTES**

Red Banner Medium Tank Size: 3 PV: 119

**4/3/3** **3/3/2** **d6** **3** **4T**



**1** **3**

**WEAPONS DATA**  
 d10 (T) Rng: 30/75 AT/4  
 d6 (T) Sp/d4 Rng: 15/37 AT/∞

**SYSTEMS**  
 Smoke Mortar (D=4)

**ATTRIBUTES**



Red Banner Medium Tank

Size: 3 PV: 119

Red Banner Medium Tank

Size: 3 PV: 119

4/3/3  
3/3/2

d6

3

4T

WEAPONS DATA

d10 (T) Rng: 30/75 AT/4

d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS

Smoke Mortar (D=4)

ATTRIBUTES

4/3/3  
3/3/2

d6

3

4T

WEAPONS DATA

d10 (T) Rng: 30/75 AT/4

d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS

Smoke Mortar (D=4)

ATTRIBUTES



Red Banner/UJ Medium Tank

Size: 3 PV: 131

Red Eagle Medium Tank

Size: 3 PV: 154

4/3/3  
3/3/2

d6

3

4T

WEAPONS DATA

d10 (T) Rng: 30/75 AT/4

d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS

Shields/2  
Smoke Mortar (D=4)

ATTRIBUTES

Optics/1



4/3/3  
3/3/2

d6

3

4T

WEAPONS DATA

d10 (T) Rng: 30/75 AT/4

d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS

Shields/4  
Smoke Mortar (D=4)

ATTRIBUTES

Optics/2  
Sharpshooter



Red Banner/UJ Medium Tank

Size: 3 PV: 131

Red Eagle Medium Tank

Size: 3 PV: 154

4/3/3  
3/3/2

d6

3

4T

WEAPONS DATA

d10 (T) Rng: 30/75 AT/4

d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS

Shields/2  
Smoke Mortar (D=4)

ATTRIBUTES

Optics/1



4/3/3  
3/3/2

d6

3

4T

WEAPONS DATA

d10 (T) Rng: 30/75 AT/4

d6 (T) Sp/d4 Rng: 15/37 AT/∞

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Shields/4  
Smoke Mortar (D=4)

ATTRIBUTES

Optics/2  
Sharpshooter



Red Banner/UJ Medium Tank

Size: 3 PV: 131

Red Eagle Medium Tank

Size: 3 PV: 154

4/3/3  
3/3/2

d6

3

4T

WEAPONS DATA

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SYSTEMS

Shields/2  
Smoke Mortar (D=4)

ATTRIBUTES

Optics/1



4/3/3  
3/3/2

d6

3

4T

WEAPONS DATA

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d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS

Shields/4  
Smoke Mortar (D=4)

ATTRIBUTES

Optics/2  
Sharpshooter

